

FIG. 1

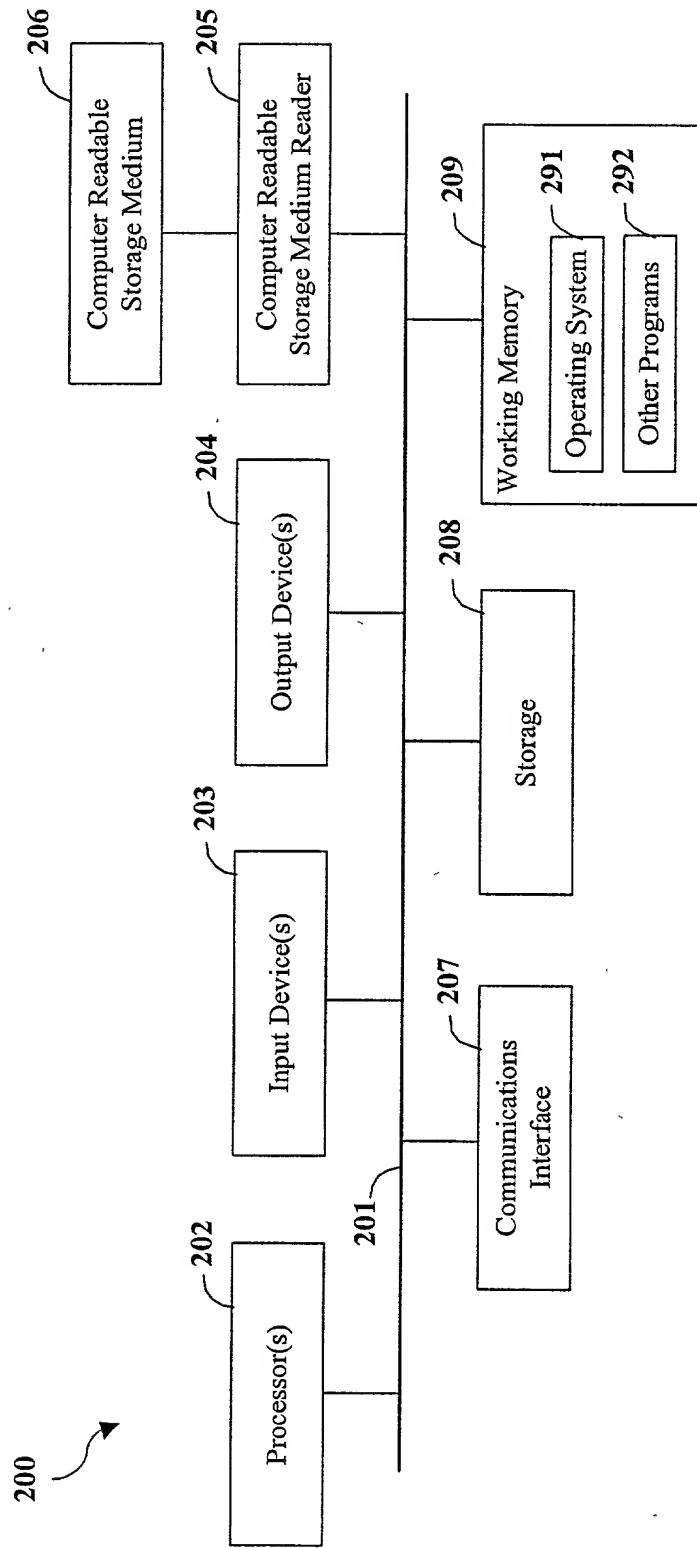


FIG. 2

Wish server  
101.

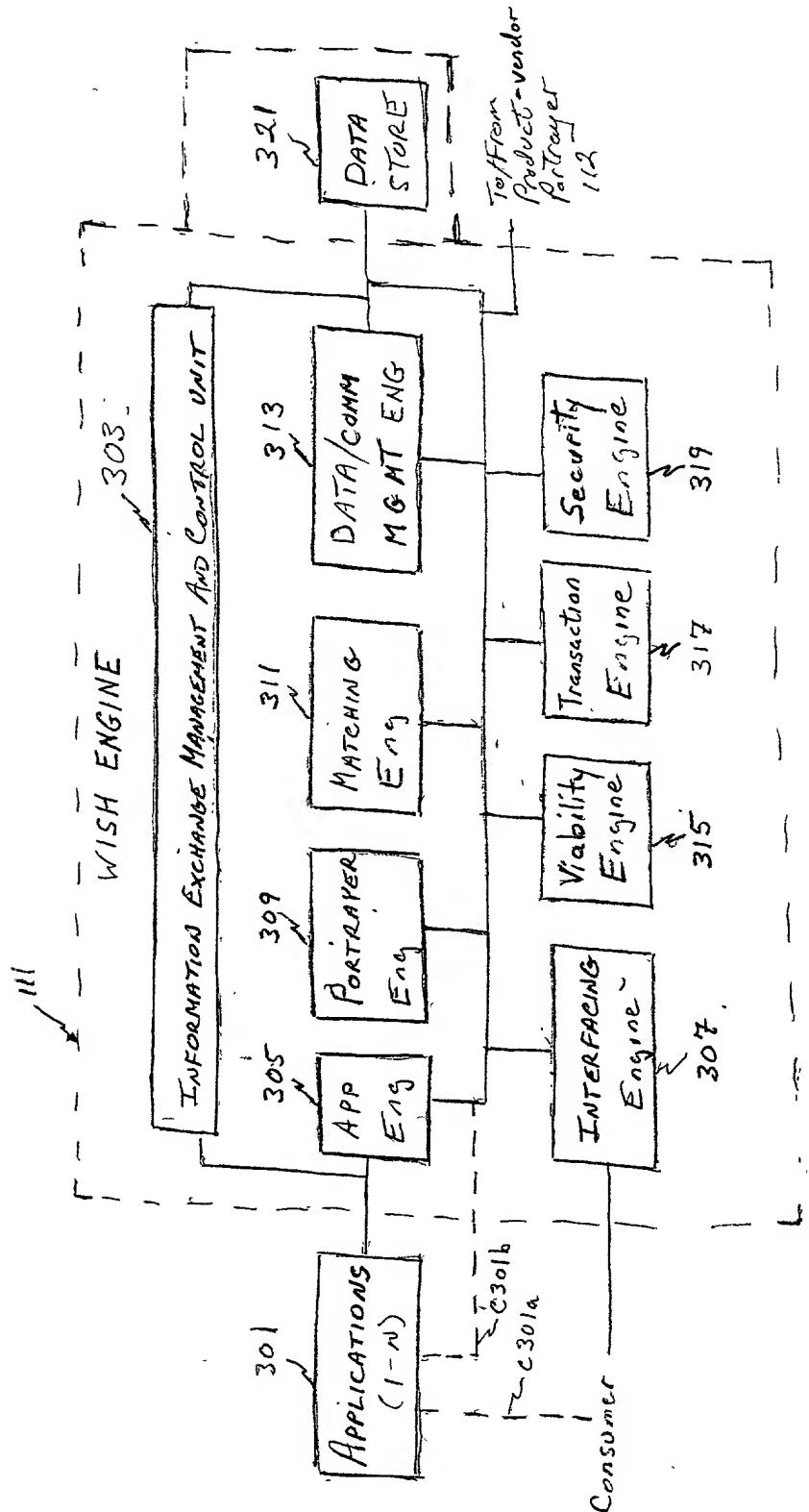


FIG. 3

App Engine  
305

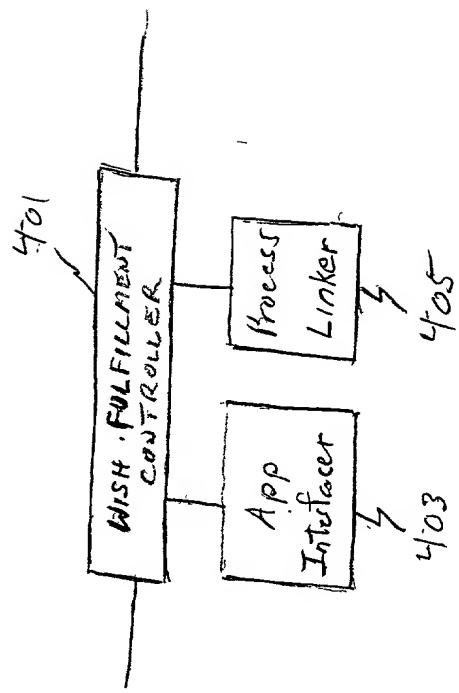


FIG. 4.

Interfacing Eng  
307

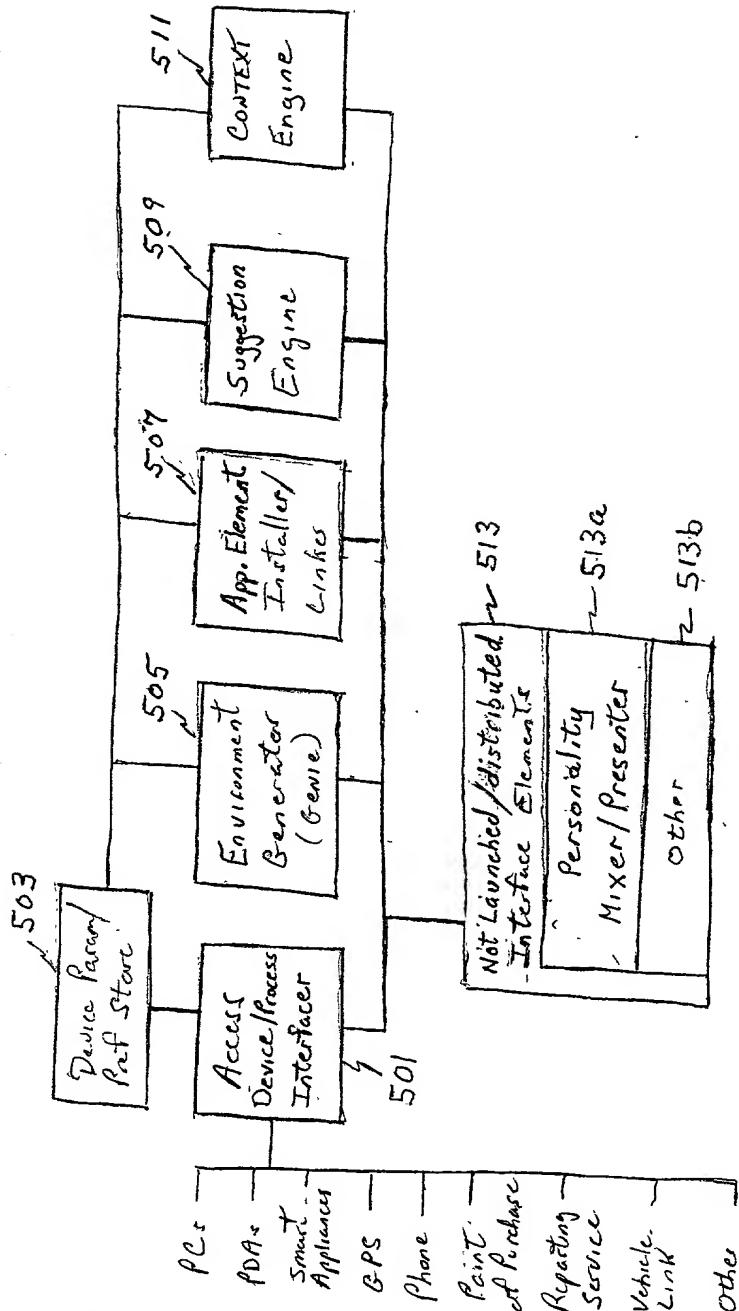
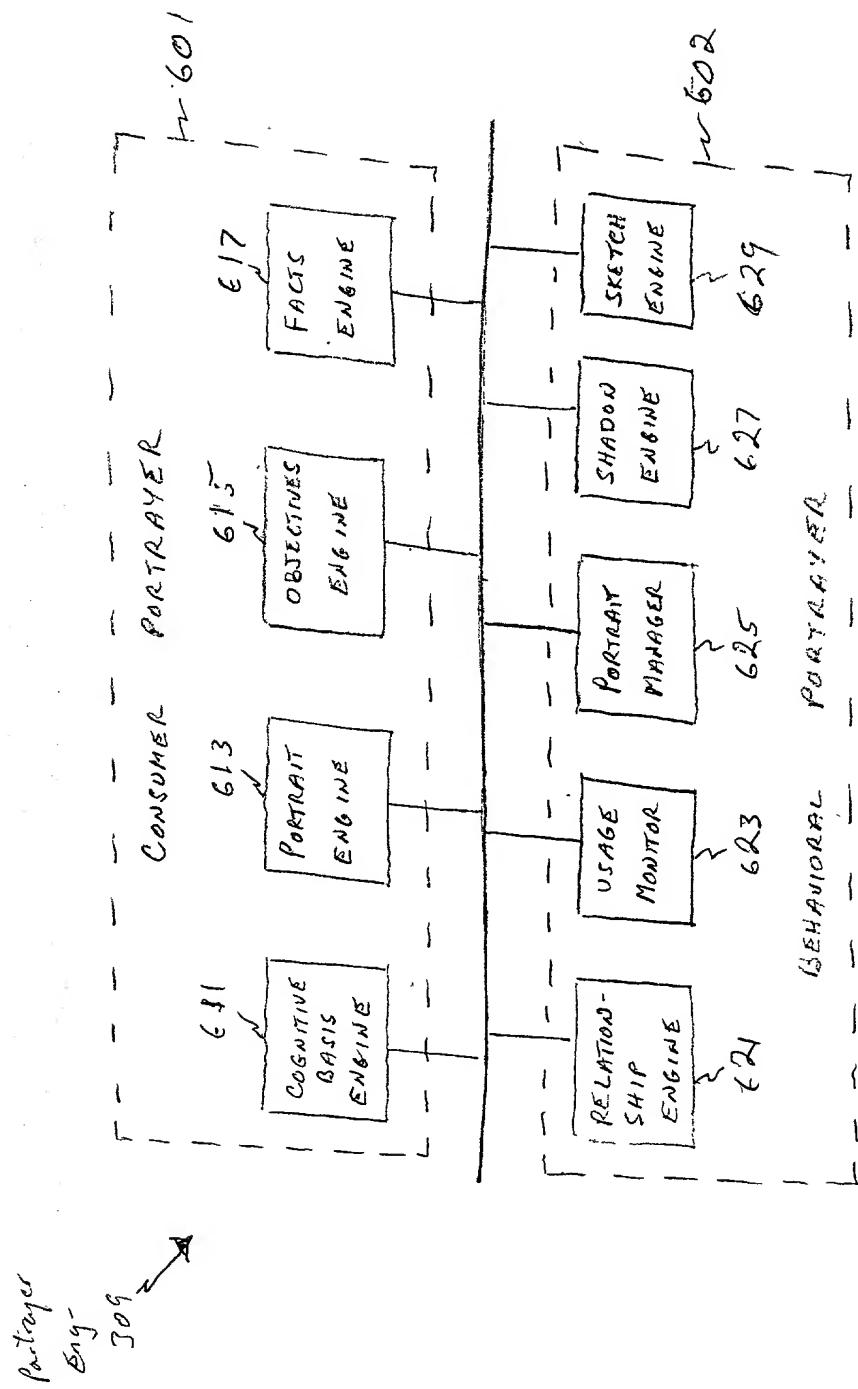


Fig. 5

Fig. 6



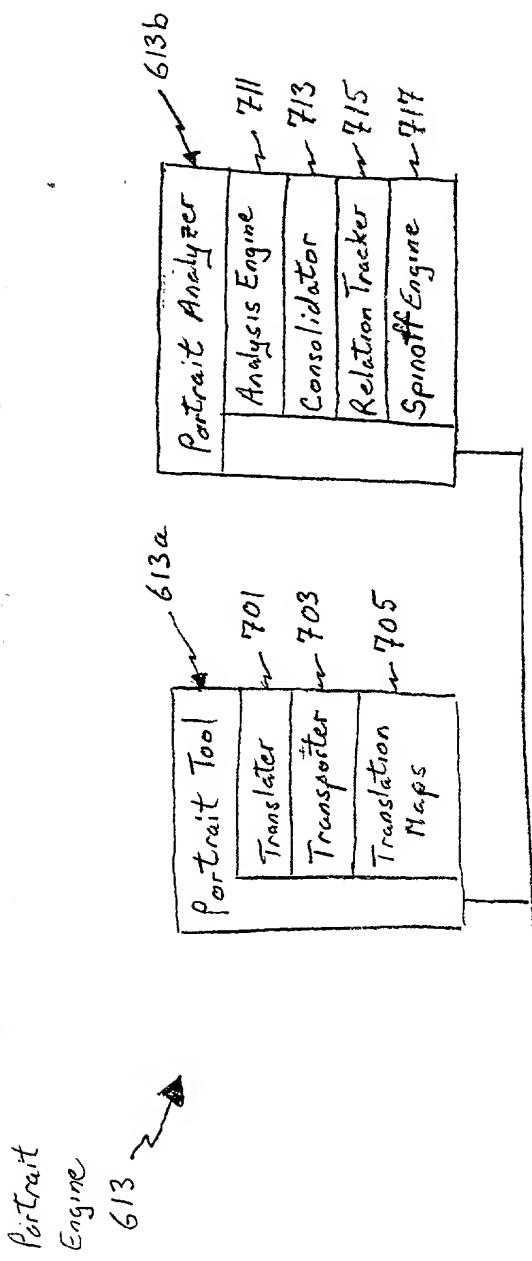


FIG. 7a

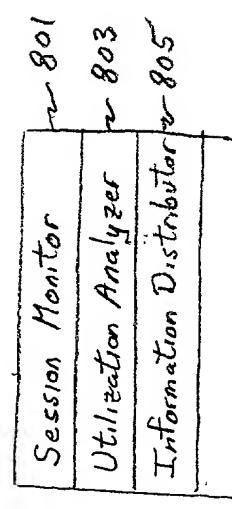
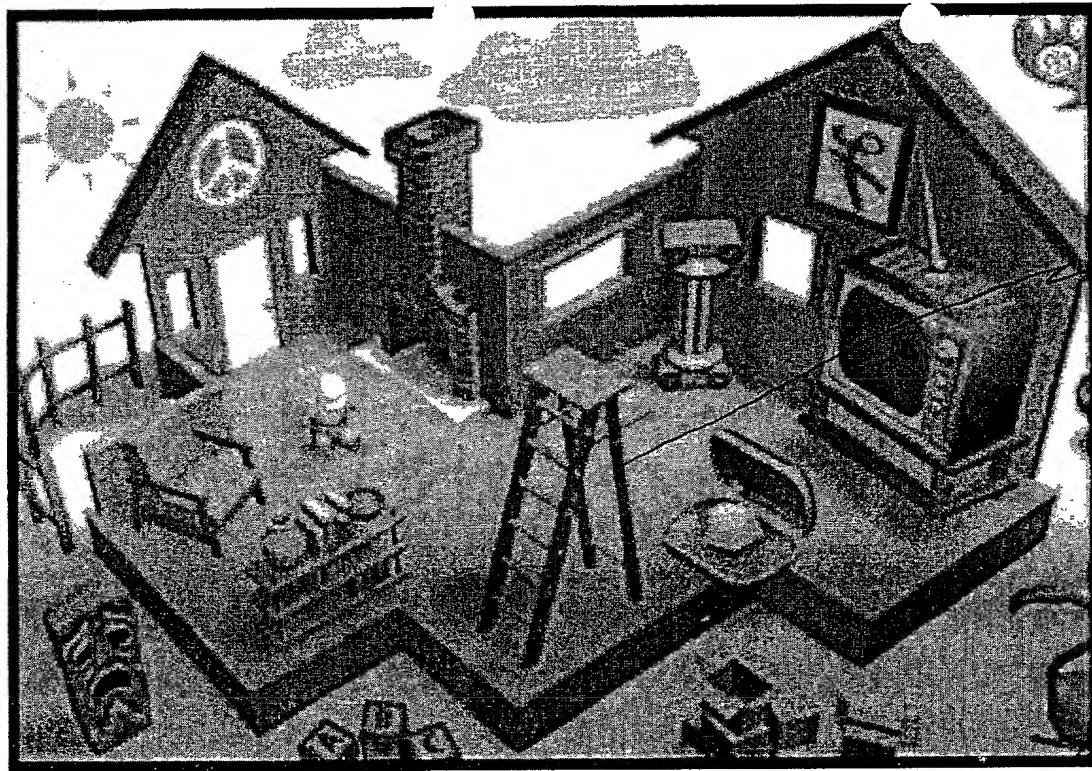


FIG. 8



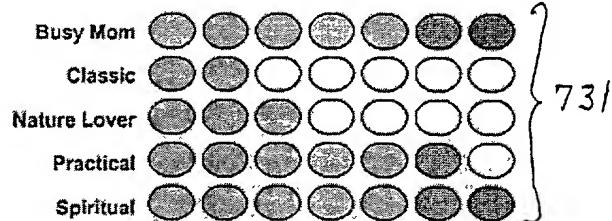
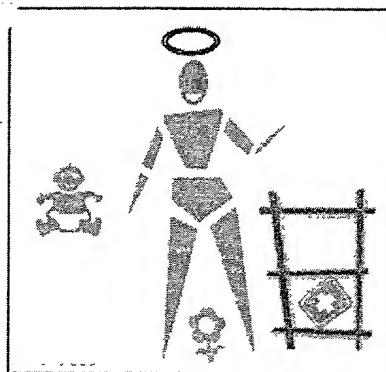
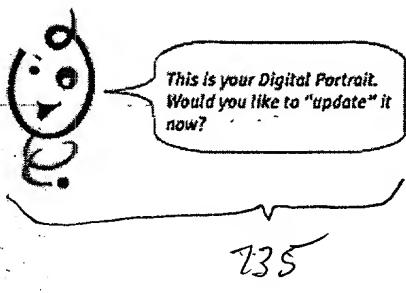
723a

-723

721

721a

FIG. 7b



No, instead...

737.

FIG. 7c.

*exemplary* pmixerguide.txt  
Here is a guide to the ~~existing~~ art for the personality mixers that follow in

FIGS. 7f-7m

U.S. ADULT MIXER

(18 years and older)

Active = Ping pong paddle  
Casual = Slippers  
Classic = Pedestal  
Conservative = Bow tie  
Creative = Painting  
Home & Garden = Hammer  
Loves To Learn = Books  
Nature Lover = Flower  
Pamper Me! = Feather  
Parent = Baby  
Passionate = Smile  
Practical = First aid kid  
Rebel = Sunglasses  
Spiritual = Halo  
Stylish = Checkered pants  
Techie = Computer  
Trendy = Spiky hair  
Upscale = Diamond  
Way Too Busy = Flying money

U.S. TEEN MIXER

(14-17 years)

Active = Ping pong paddle  
Casual = Slippers  
Creative = Painting  
Extravagant = Flying money  
Loves To Learn = Books  
Nature Lover = Flower  
Pamper Me! = Feather  
Practical = First aid kid  
Rebel = Sunglasses  
Social = Telephone  
Techie = Computer  
Trendy = Spiky hair

U.S. OLDER CHILDREN MIXER

(9-13 years)

Active = Skateboard  
Loves To Learn = Books  
Social = Telephone  
Rebel = Sunglasses  
Creative = Painting  
Techie = Computer  
Trendy = Spiky hair

U.S. YOUNG CHILDREN MIXER

(5-8 years)

Active = Skateboard  
Loves To Learn = Books  
Social = Telephone  
Strong-willed = Football helmet  
Imaginative = Finger painting

FIG. 7d

pmixeruide.txt

Princess = Wand

Techie = Computer

Trendy = Sunglasses (note how trendy is no longer spiky hair - this was to be able to use the helmet)

\*\*\*\*\*

JAPANESE ADULT FEMALE MIXER

Unlike the US female, the Japanese female mannequin is wearing a skirt by default.

Busy Mom = Baby

Always Busy = Clock with Wings

At One's Own Pace = Metronome on Shelf

Active = Tennis Racket

Individualist = Sunglasses

Traditional = Bow Tie

Original Thinking = Painting on wall

Full of Curiosity = Computer on Shelf

Loves Nature = Flower

Practical = First Aid Kit on Shelf

Subdued = Sun - a high rating means the sun is faint.

Homebody = Slippers

Brand Conscious = Purse

Sensitive to Trends = Reddish brown spiky hair or possibly yellow

Stylish = Checkers on skirt

JAPANESE ADULT MALE MIXER

Always Busy = Clock with Wings

At One's Own Pace = Metronome on Shelf

Active = Tennis Racket

Individualist = Sunglasses

Traditional = Bow Tie

Original Thinking = Painting on wall

Full of Curiosity = Computer on Shelf

Loves Nature = Flower

Practical = First Aid Kit on Shelf

Subdued = Sun - a high rating means the sun is faint.

Homebody = Slippers

Brand Conscious = Golf bag

Sensitive to Trends = Reddish brown spiky hair or possibly yellow

Stylish = Checkers on pants

Company man = Briefcase

FIG. 7e

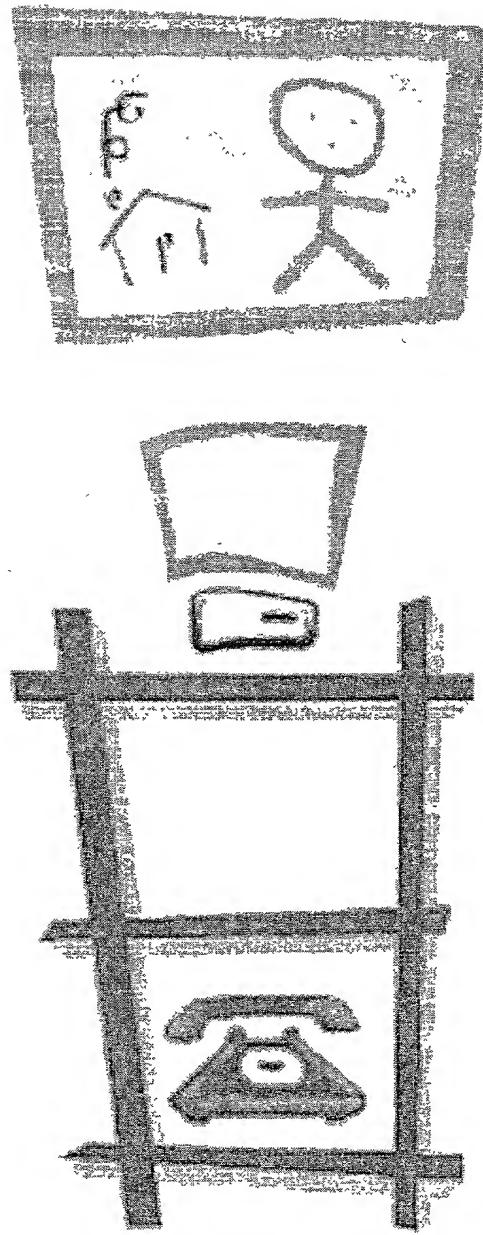
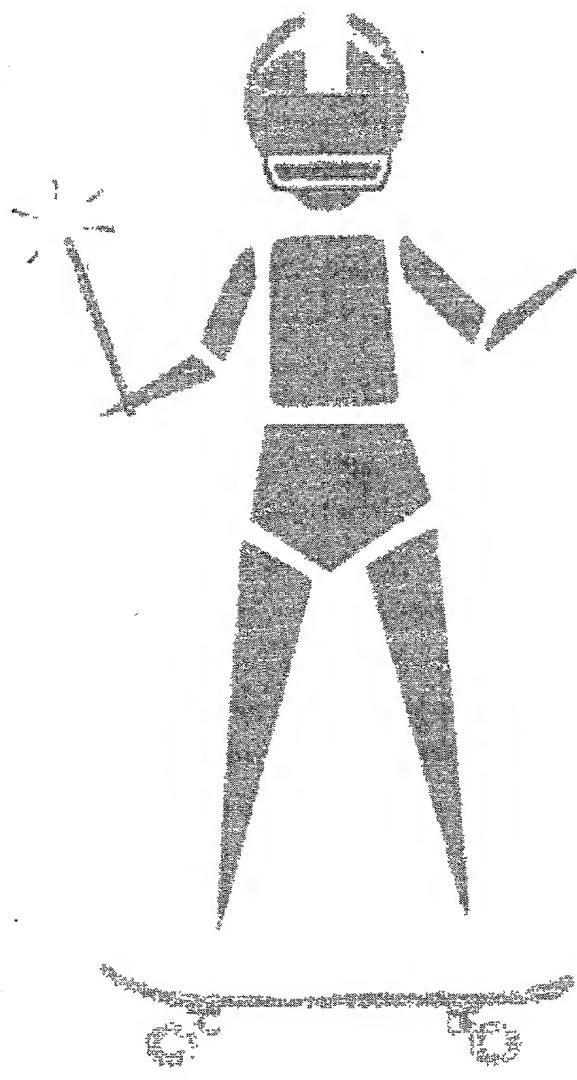


FIG. 7f

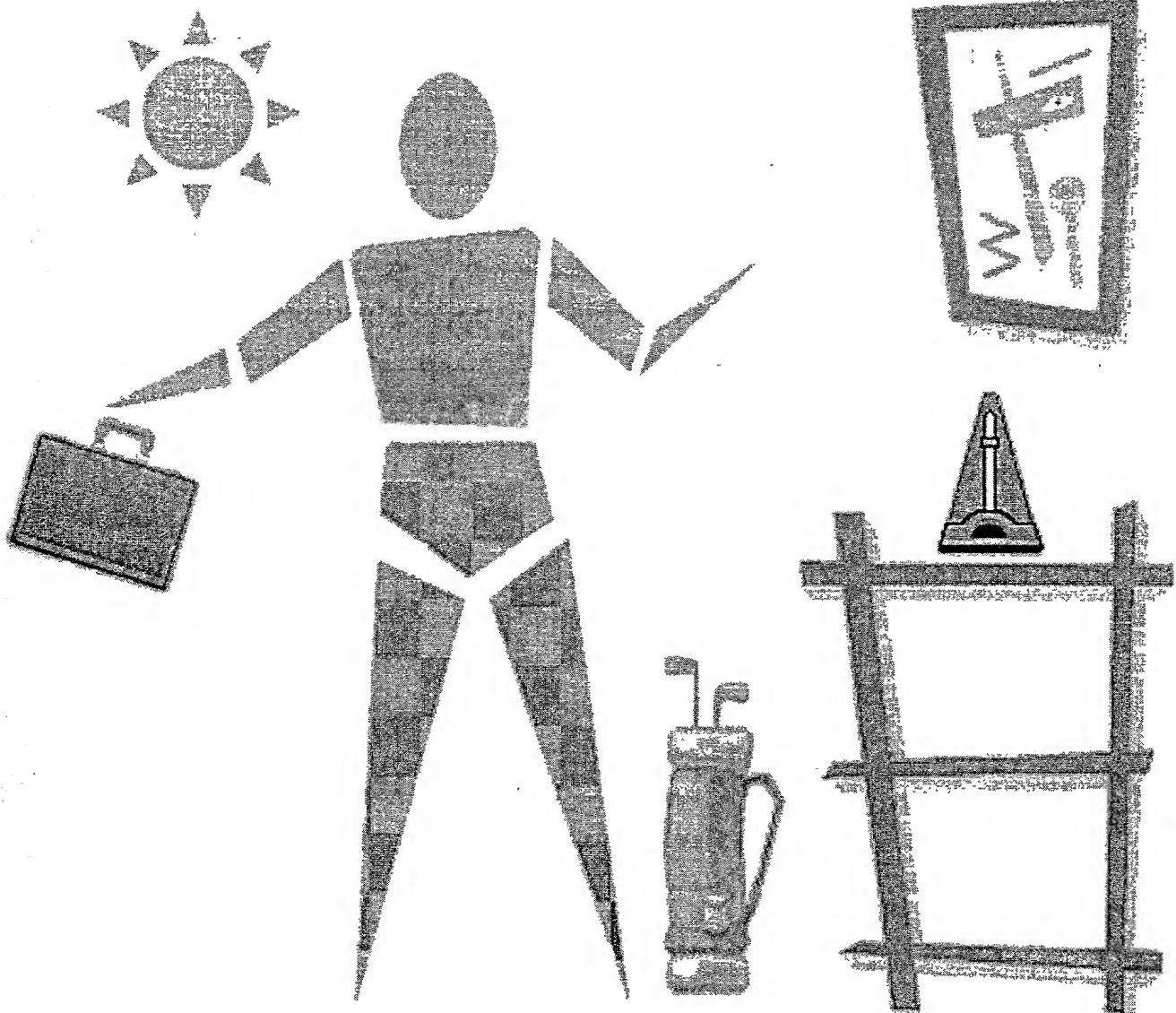


FIG. 7g

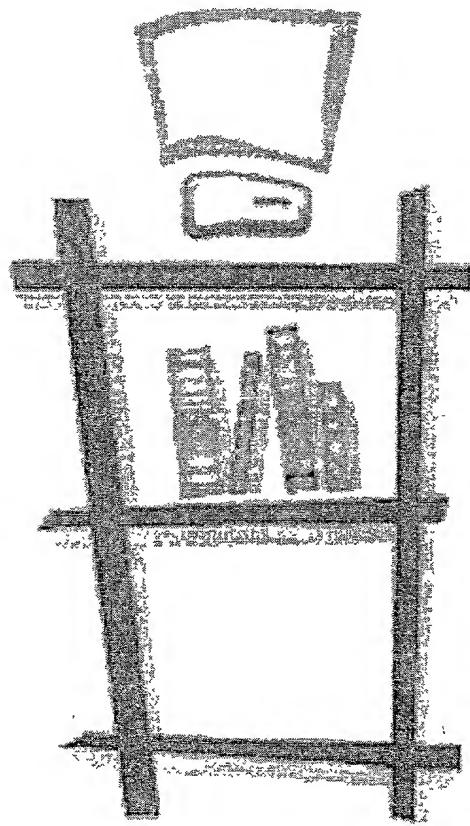
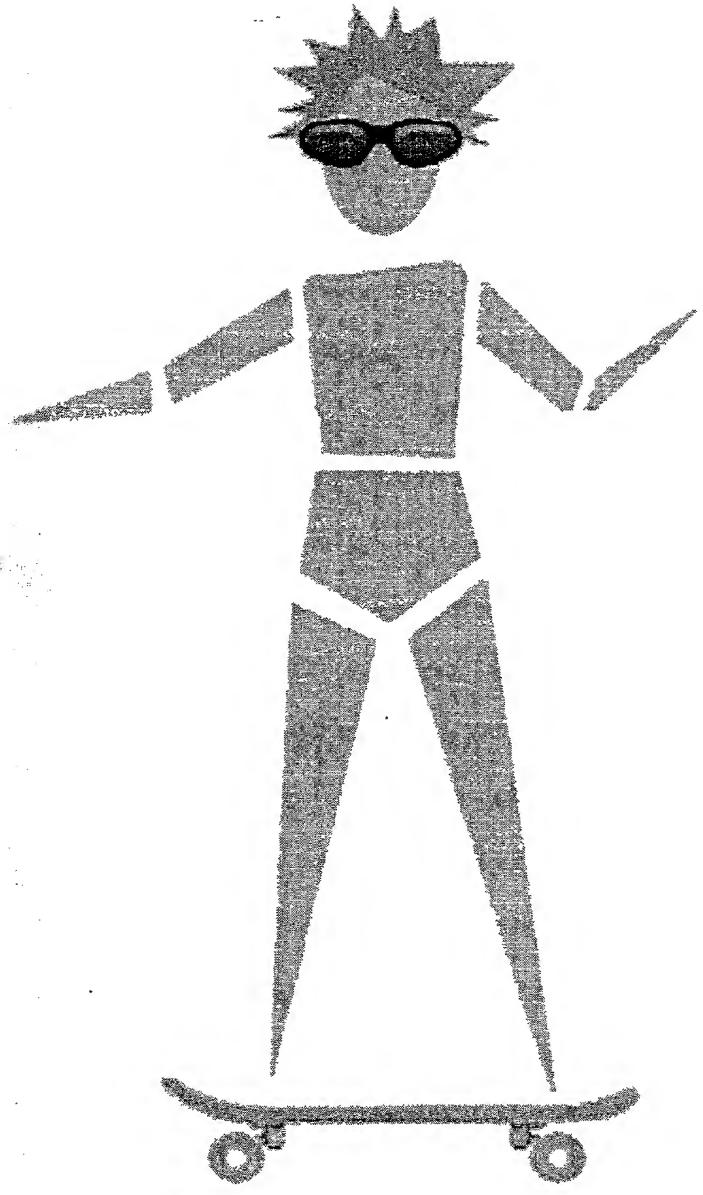


FIG 7h

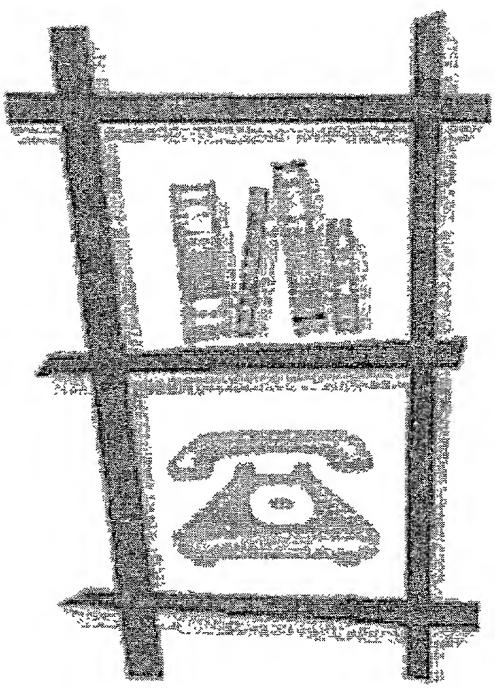
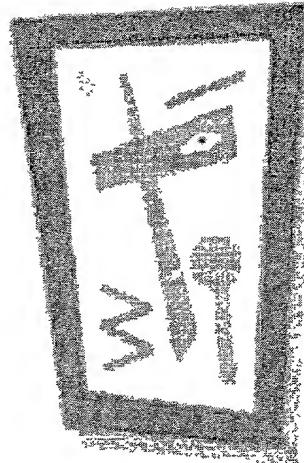
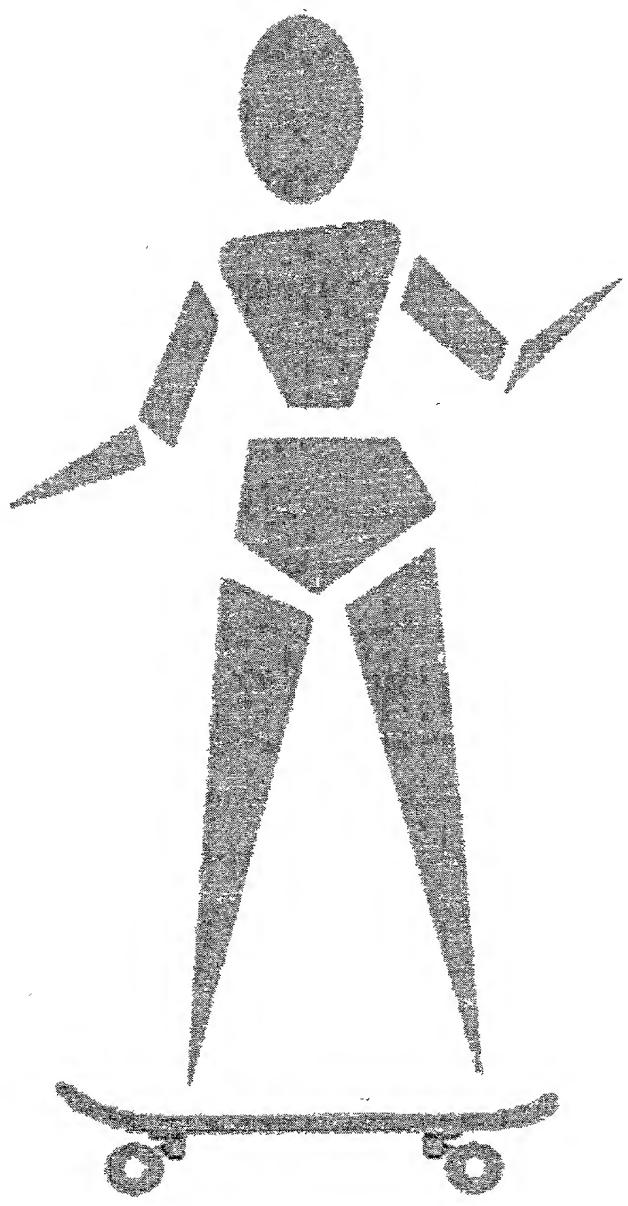


FIG. 7*i*

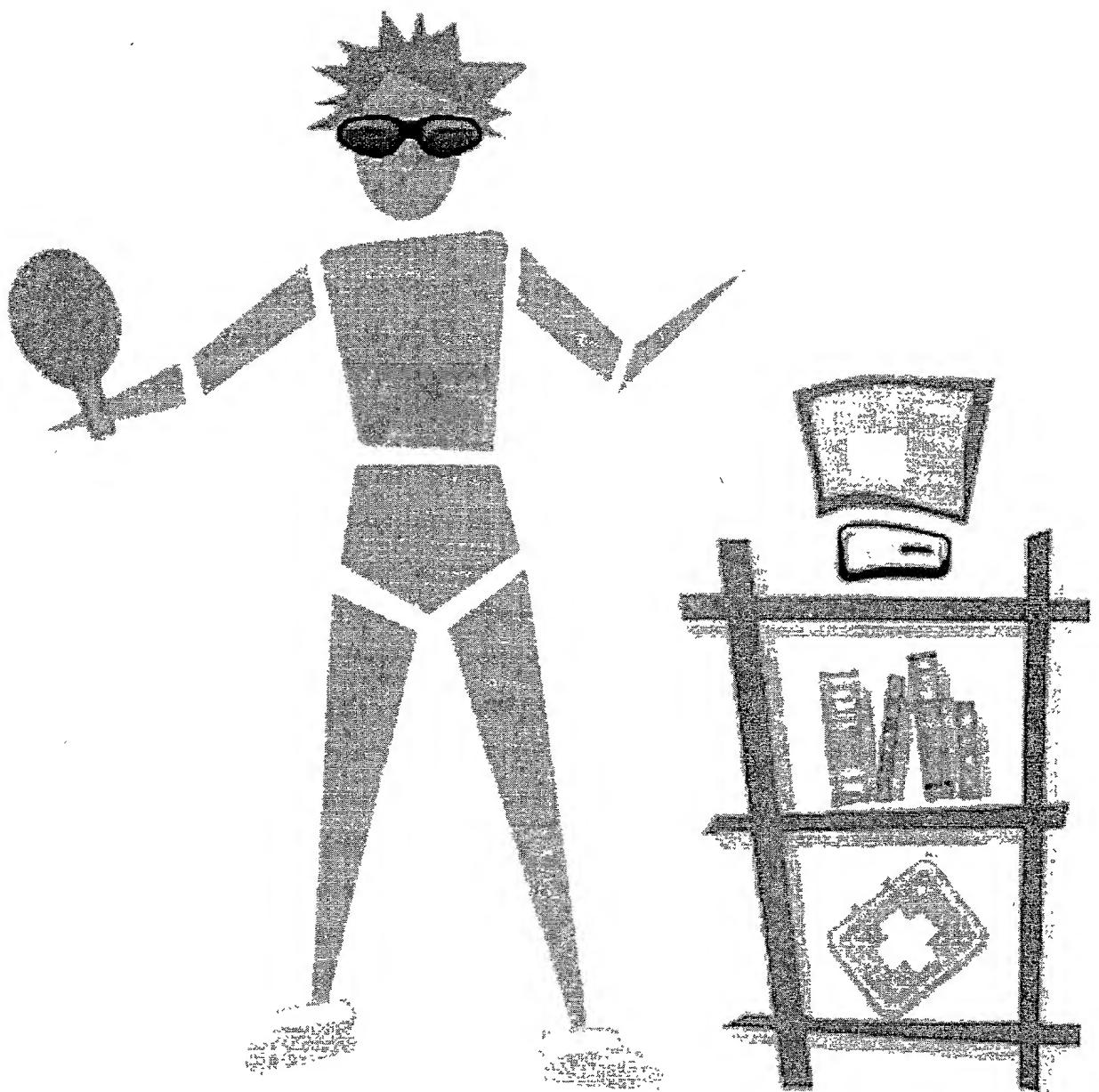


FIG: 7j

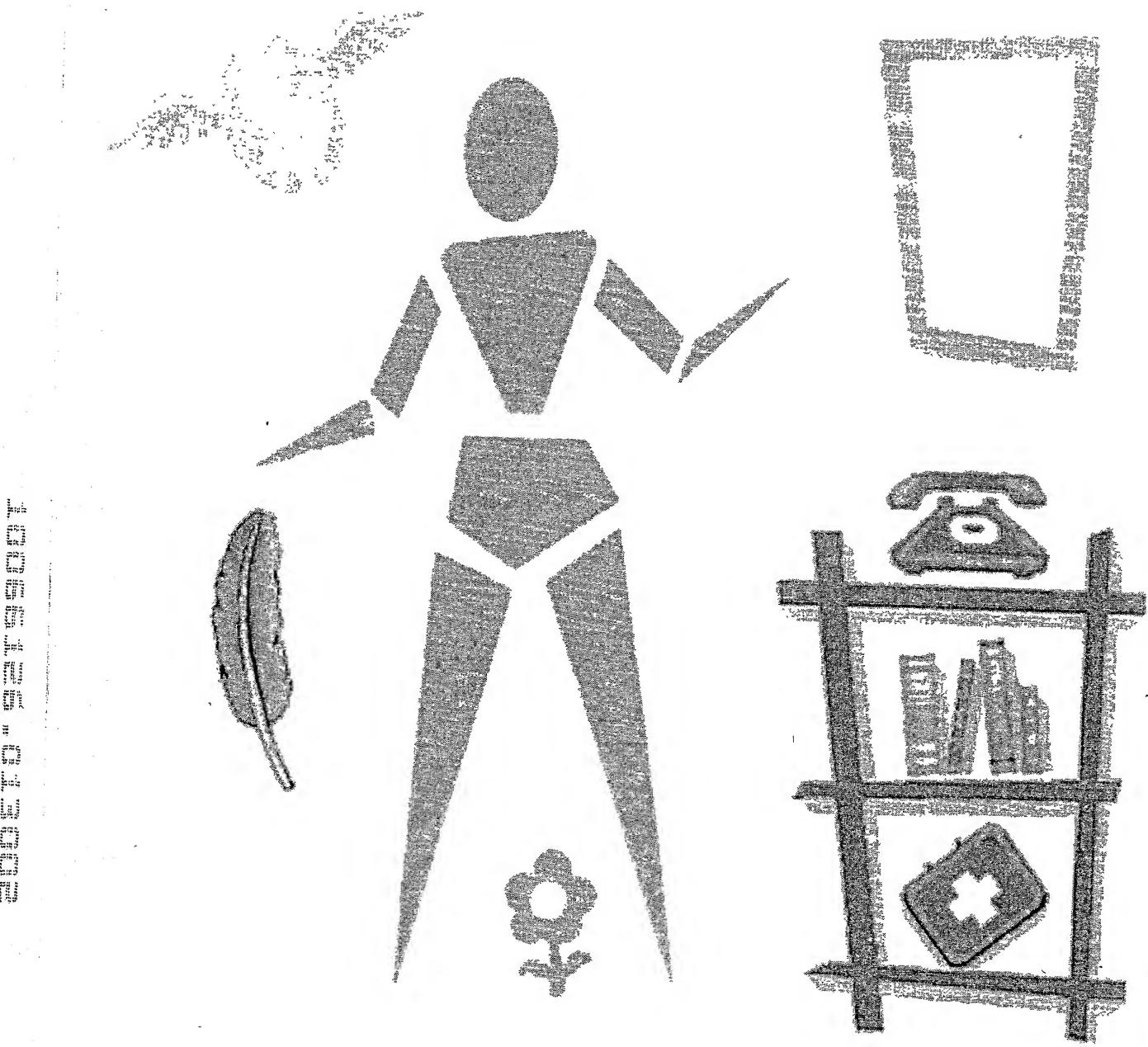


FIG. 7K

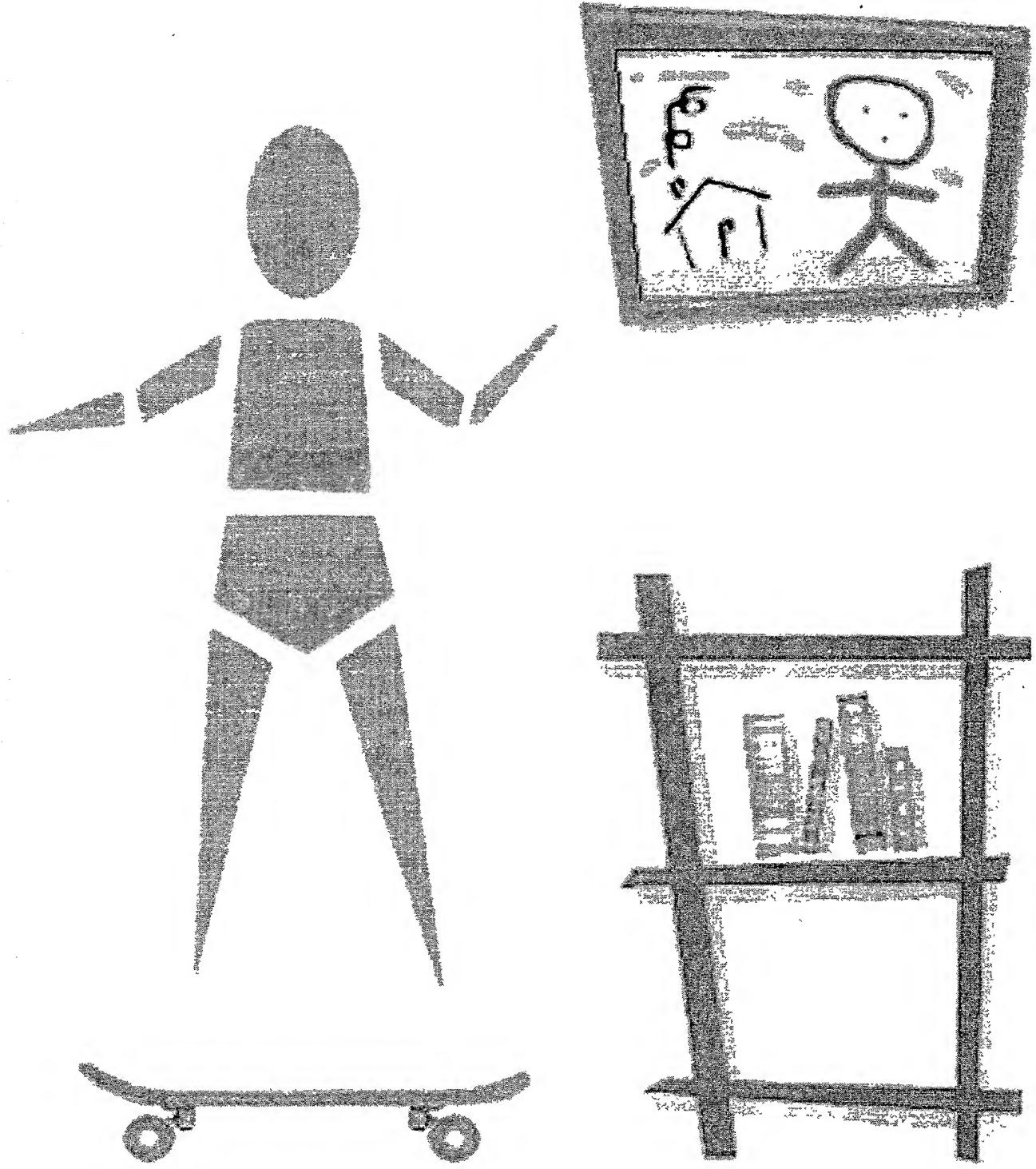


FIG. 7L

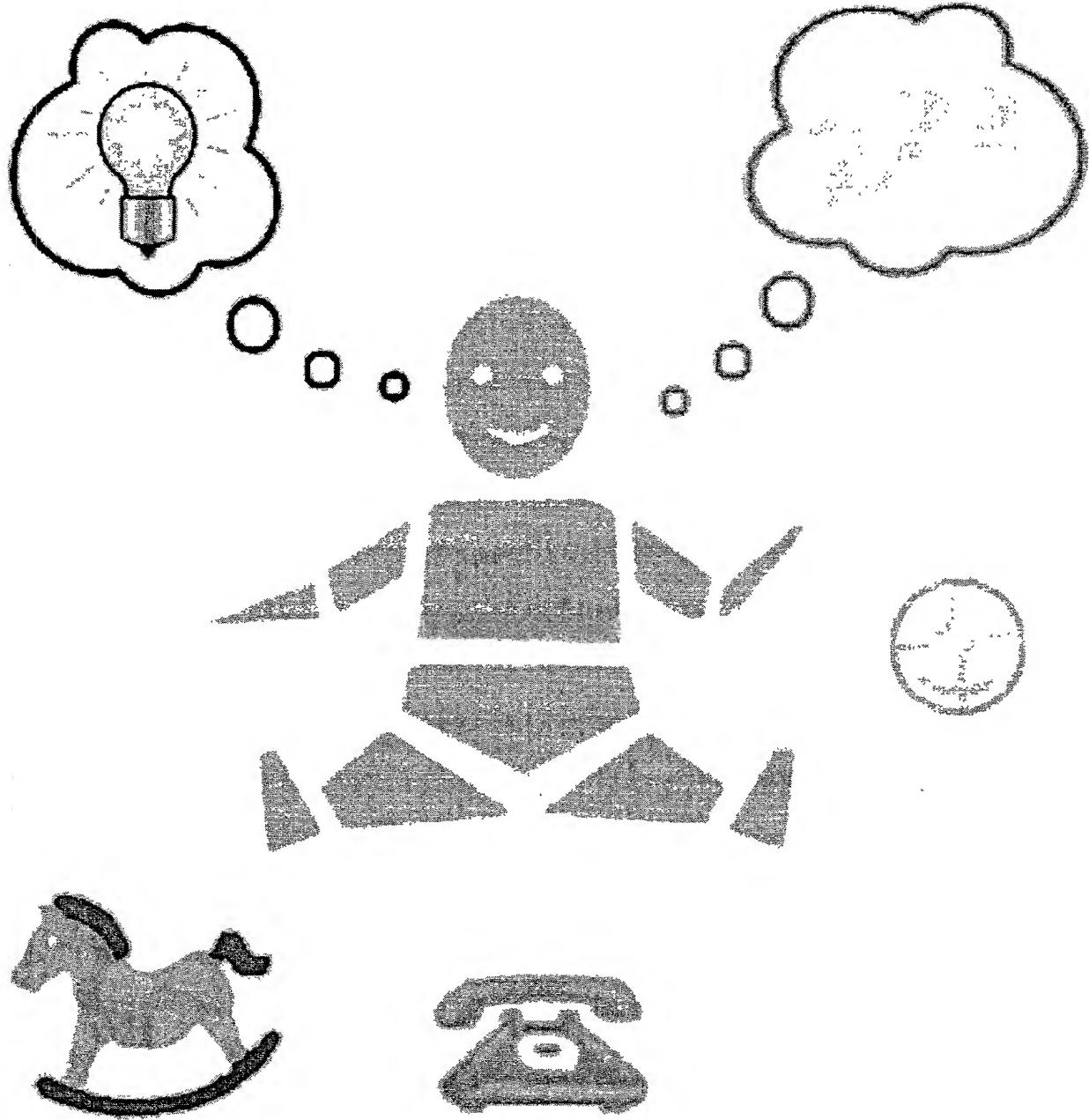


FIG. 7m.

Matching  
Engine  
311

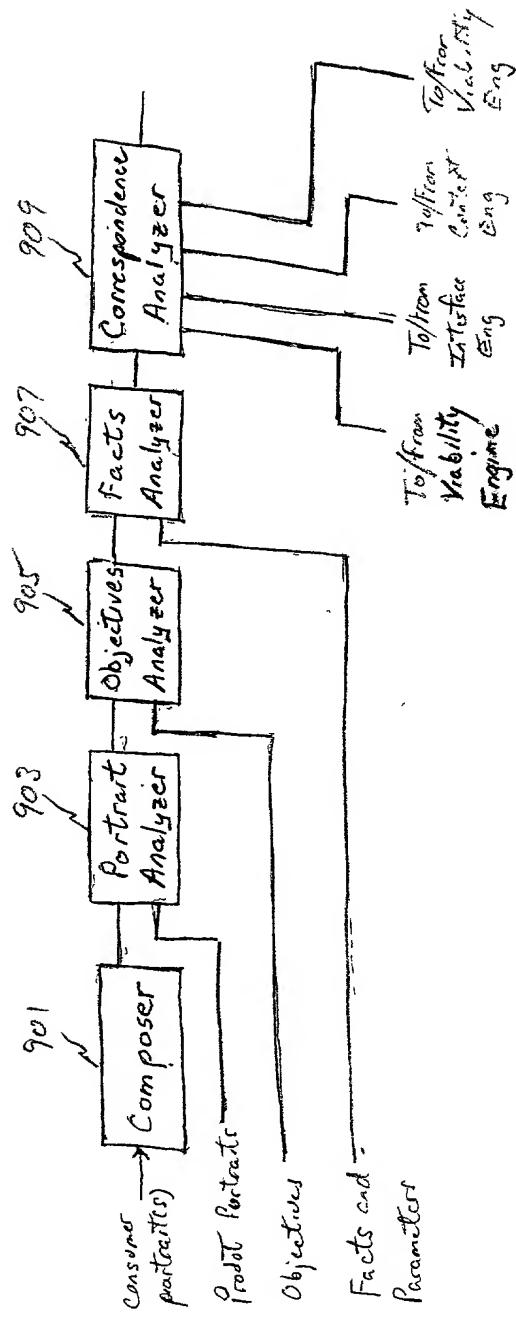


Fig. 9

Datacom Mgmt Engine  
313

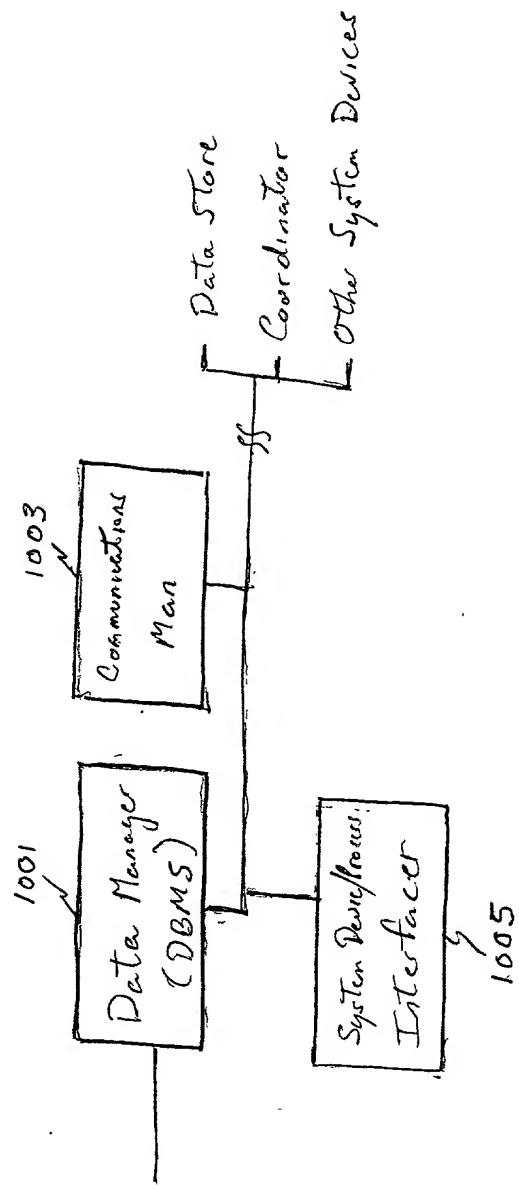
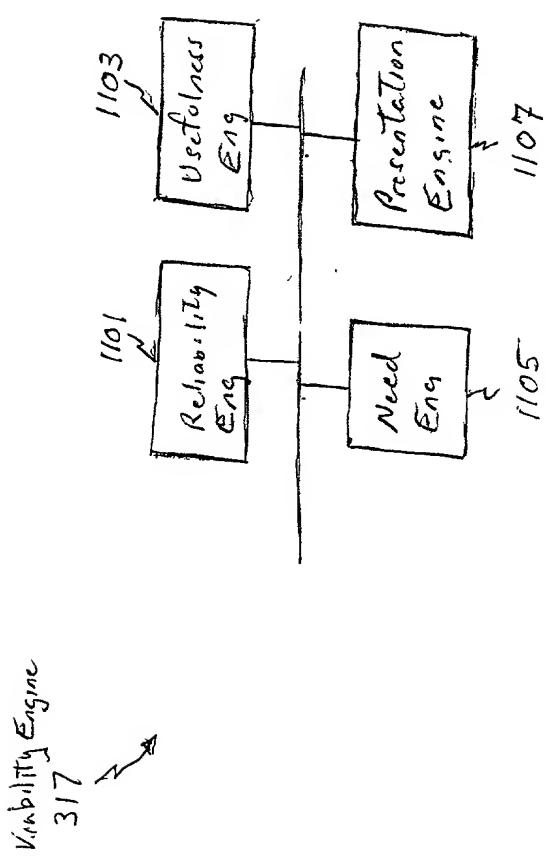


FIG. 10

Fig. 11



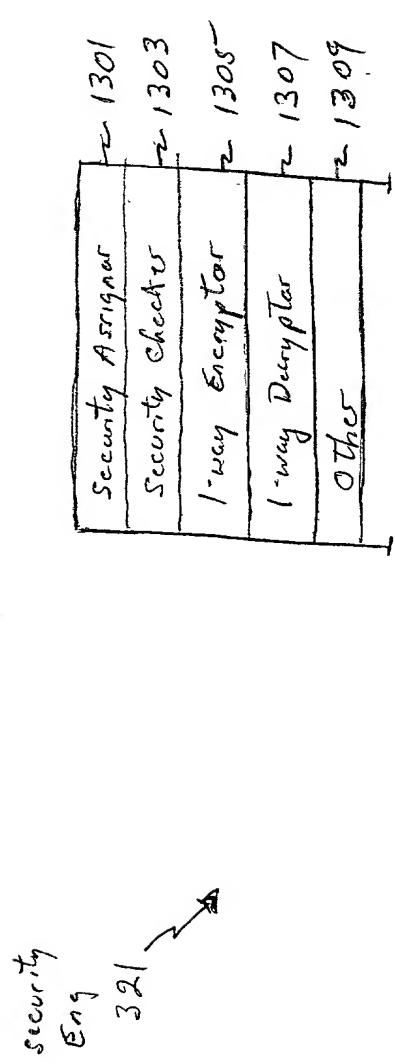
Transaction  
Engine

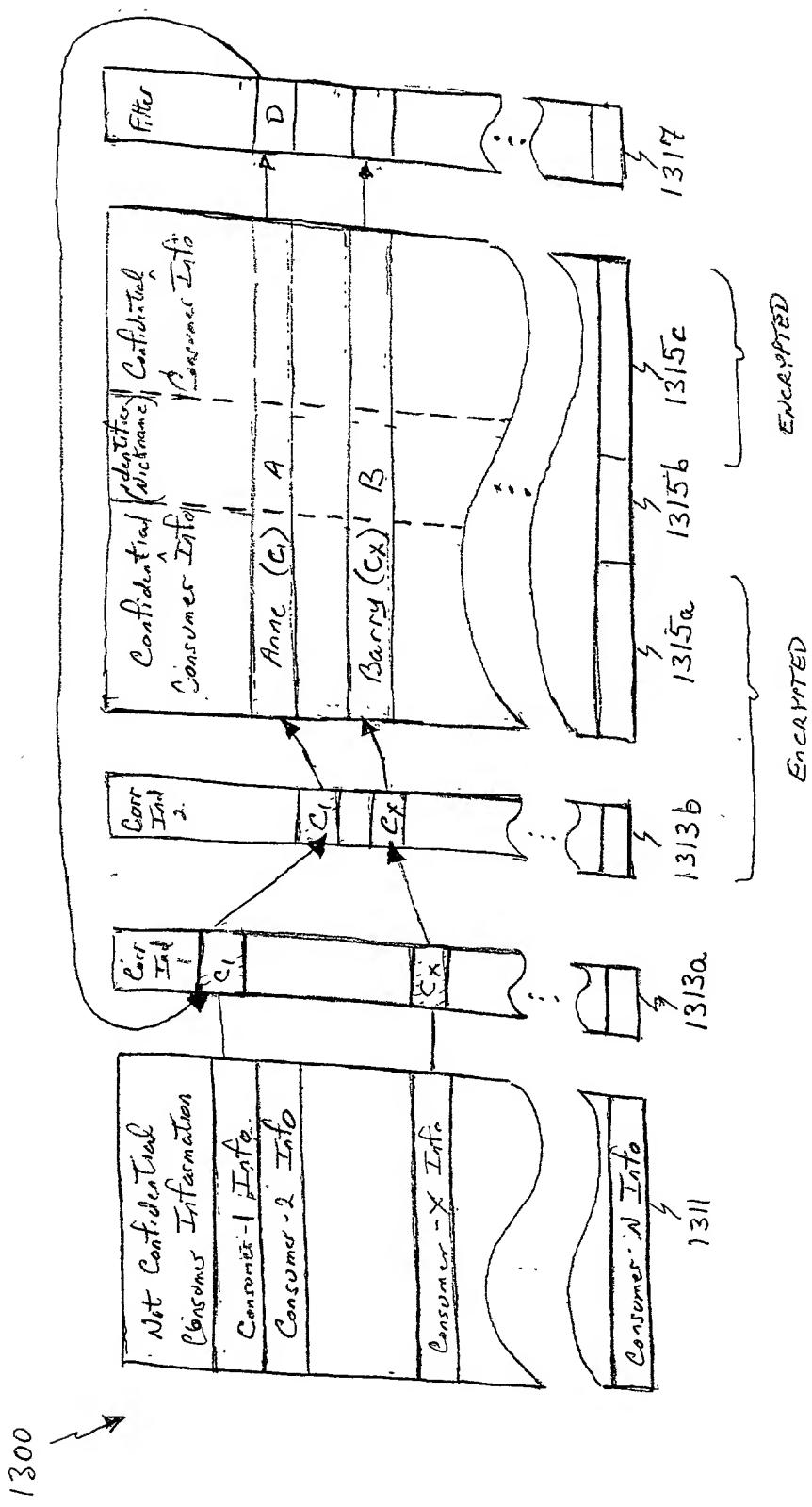
319

Wish Fulfillment Monitor	~ 1201
Automatic Purchase Eng.	~ 1203
Purchasing Agent	~ 1205
Product Suggester	~ 1207
Activity Tracking System	~ 1209
Review Reporter	~ 1211
Chat Engine	~ 1213
Search Engine	~ 1215
Device Control Engine	~ 1217

FIG. 12

Fig. 13a





1300

F1G. 13b

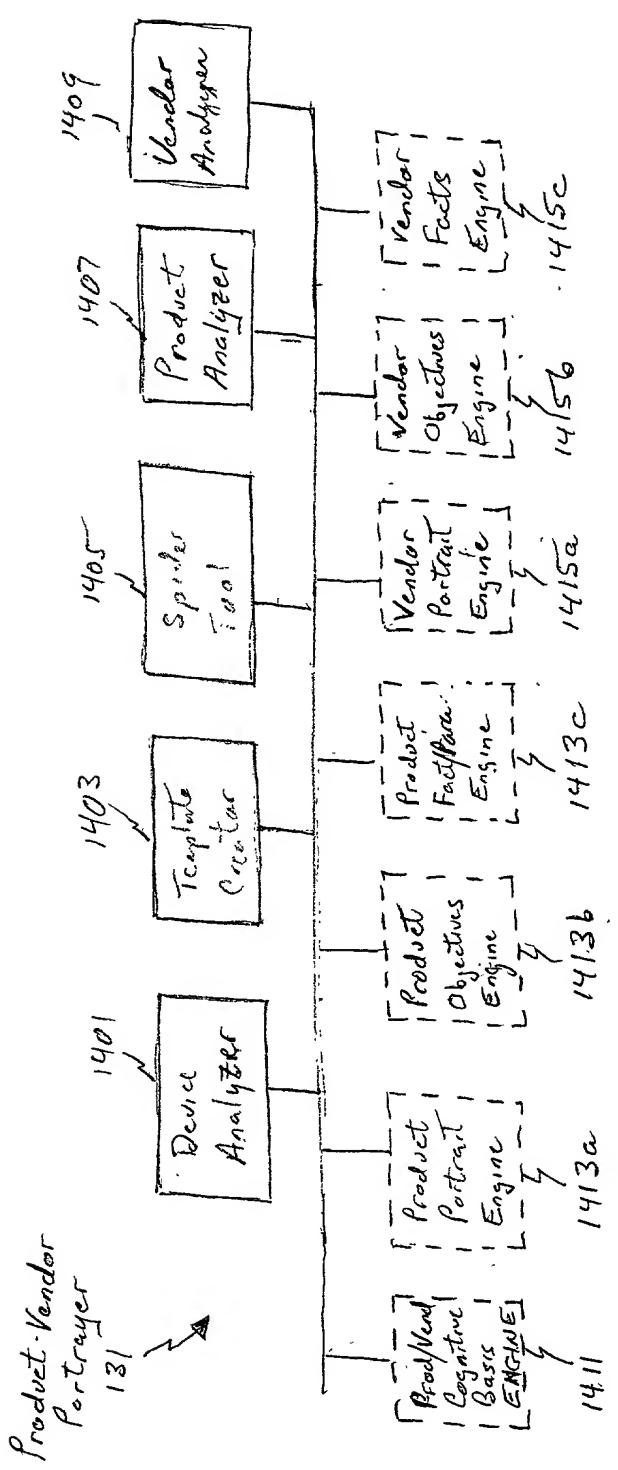
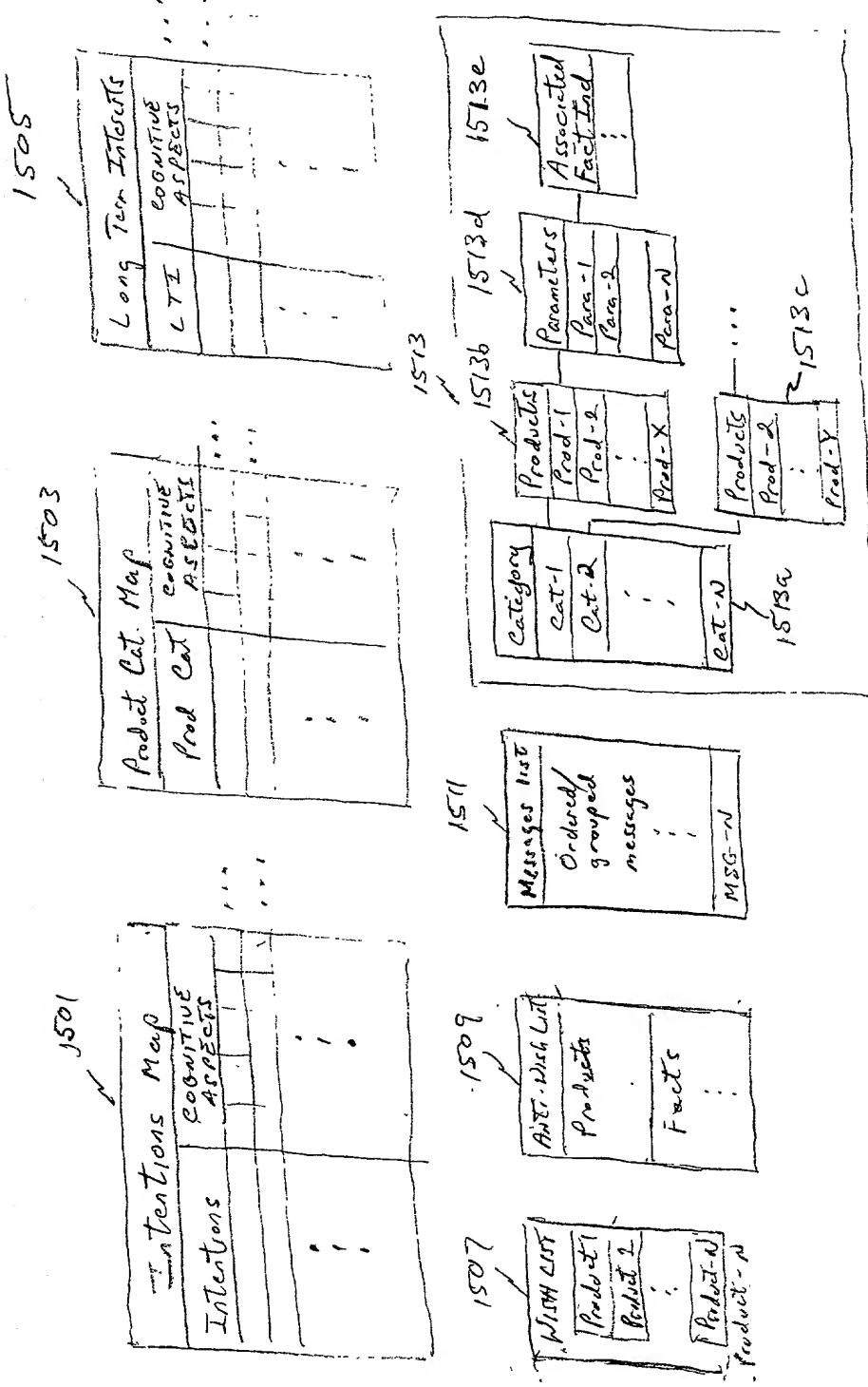
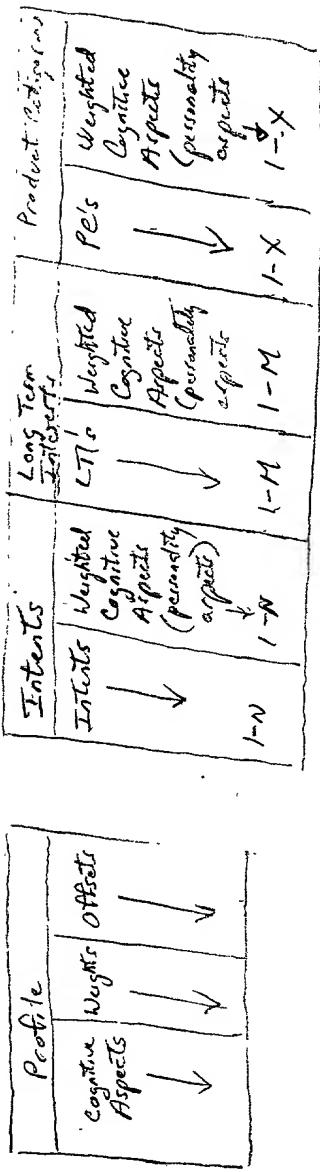


FIG. 1.4

Fig. 15a  
Data structural elements  
(Maps, lists, etc.)



Consumer  
Protect 1521



156  
F/16.

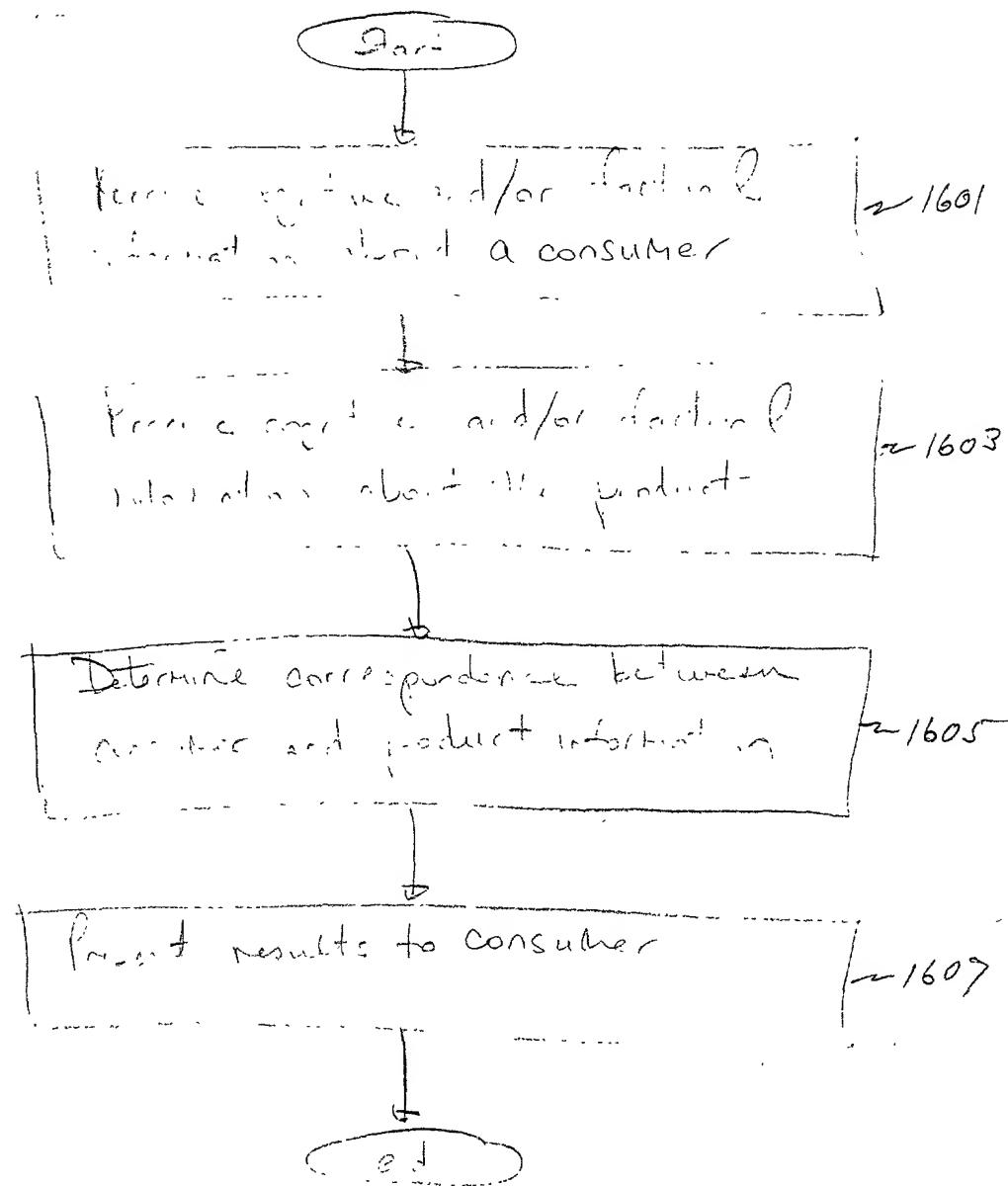


FIG. 16a

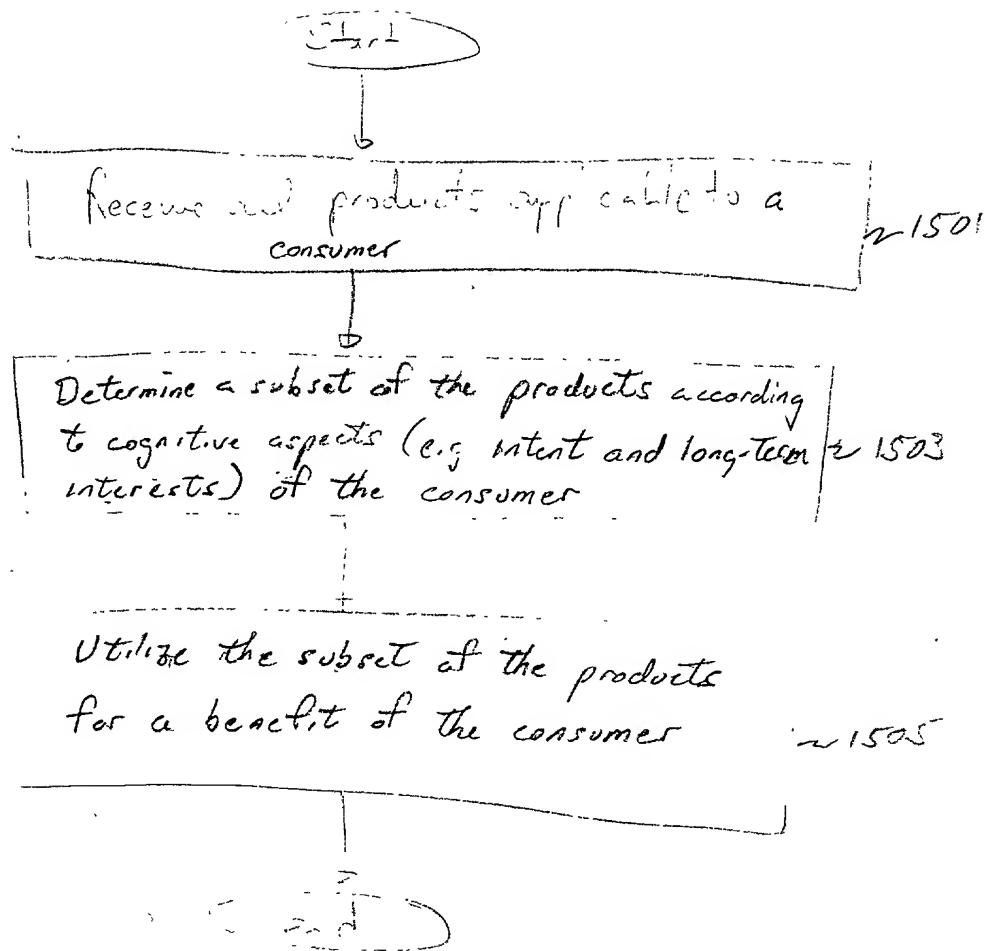


FIG 16b

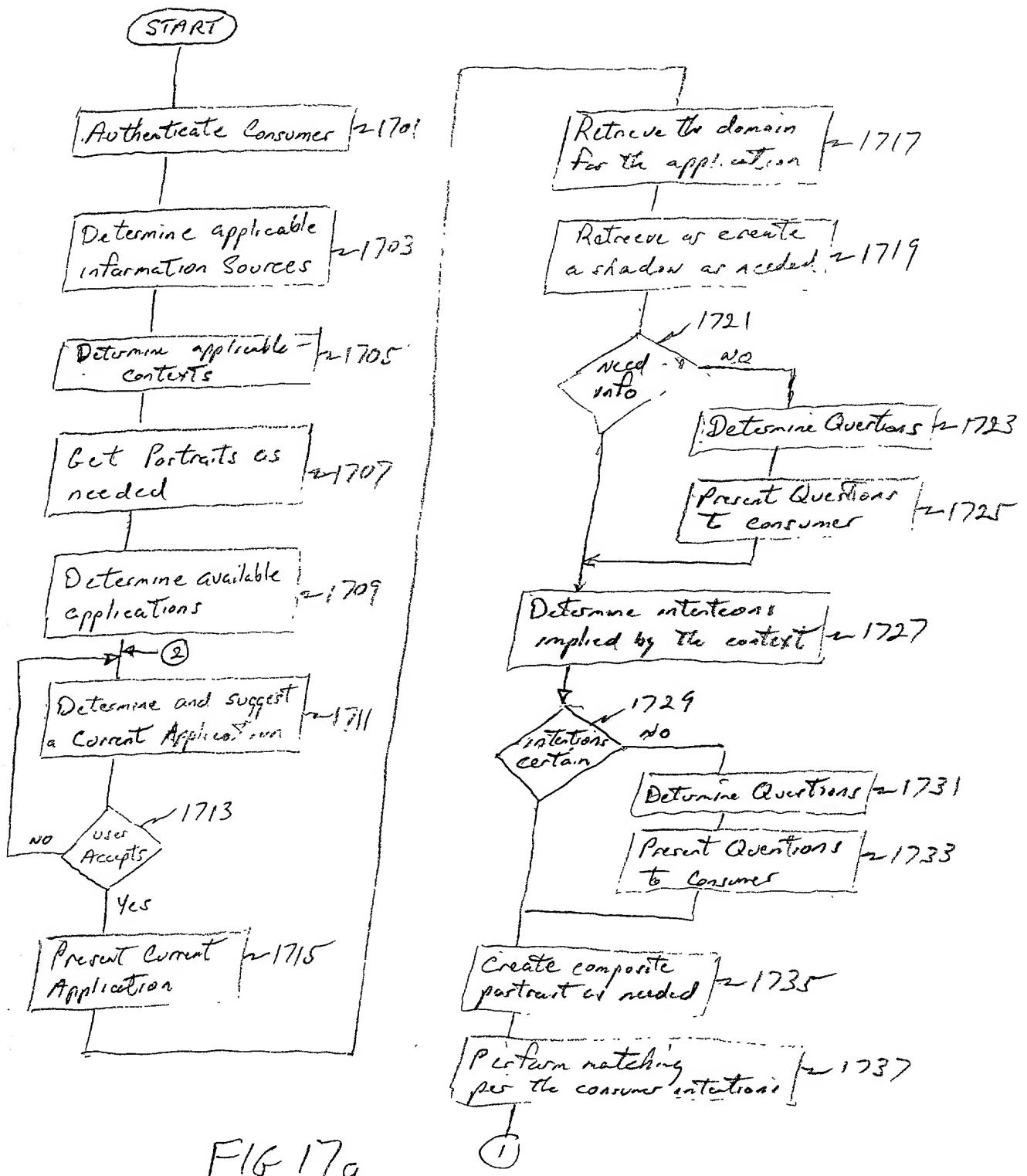


FIG. 17a

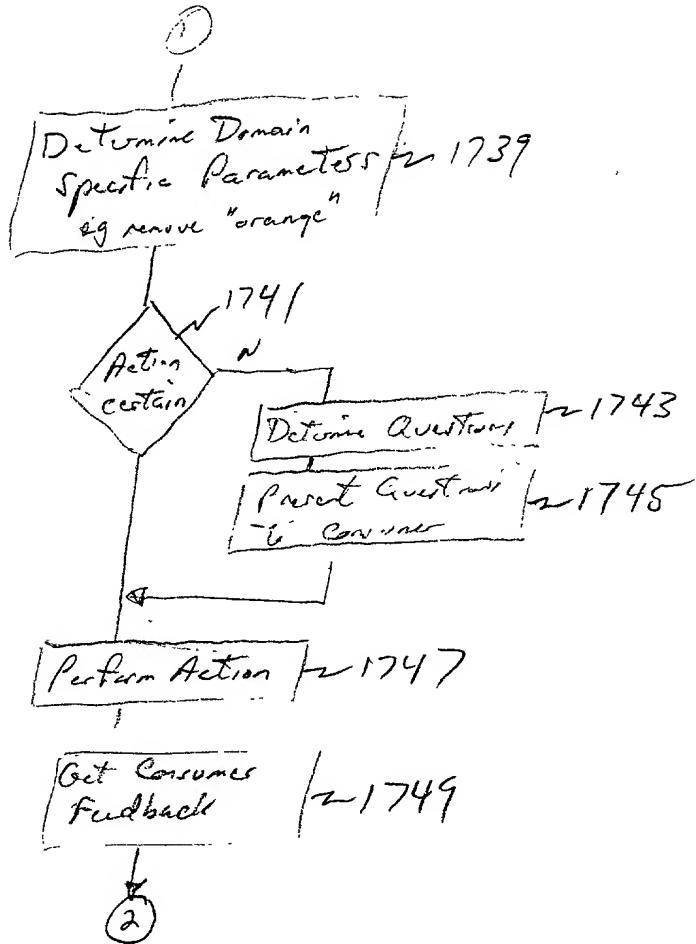


FIG. 176

# PersonalGenie Creates Product Portraits of Offered Products

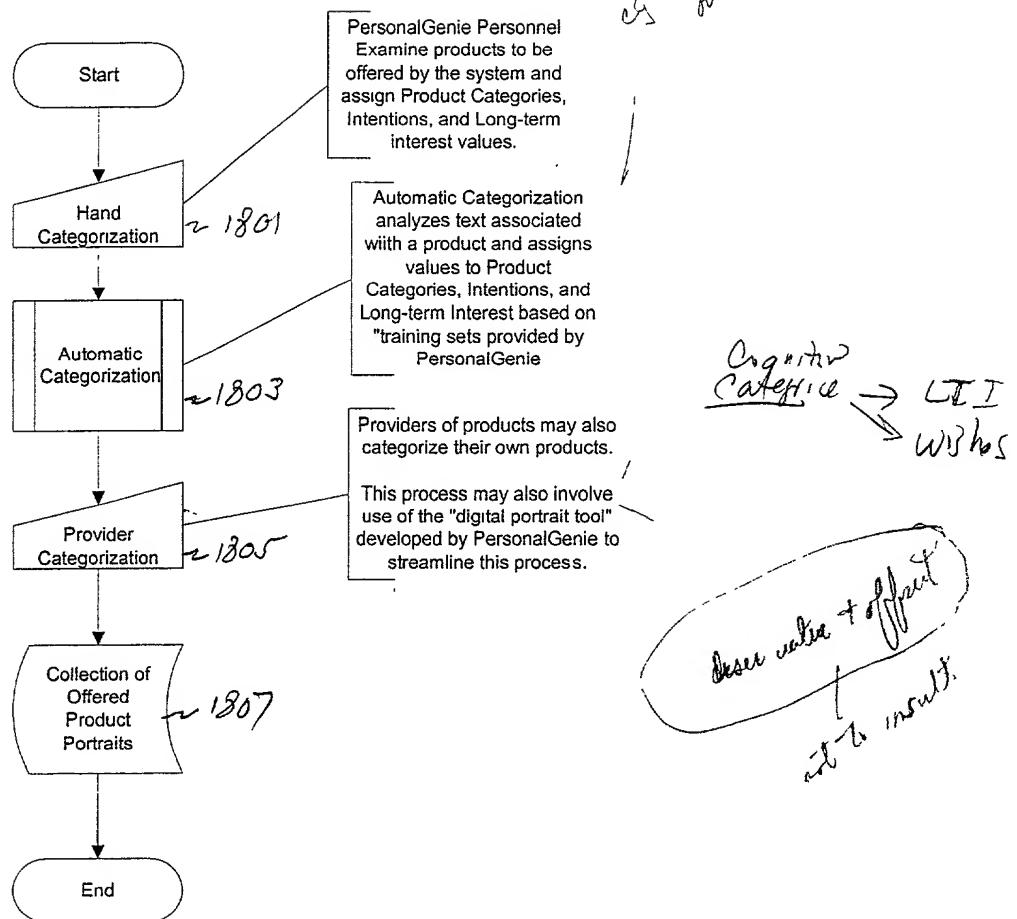
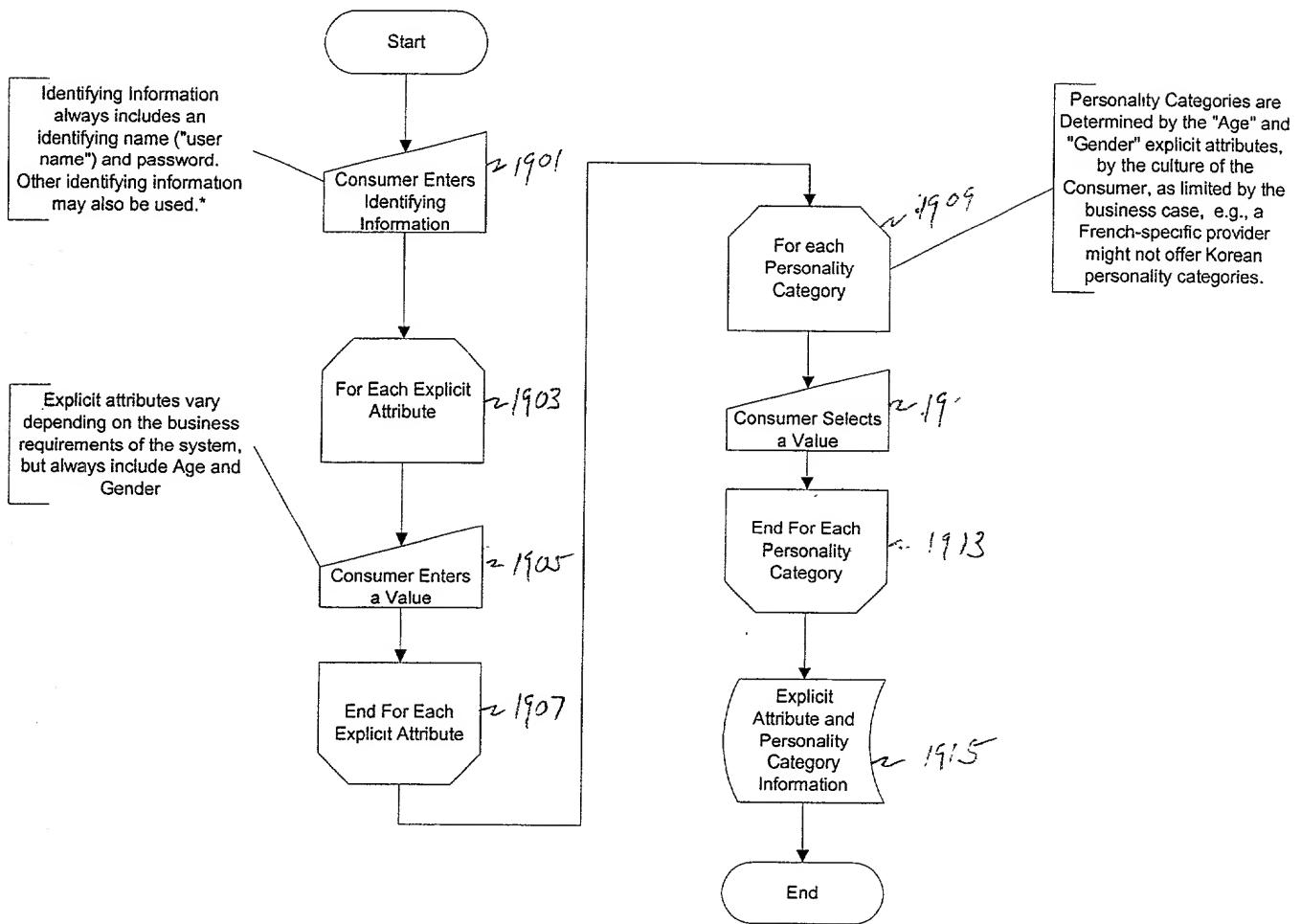


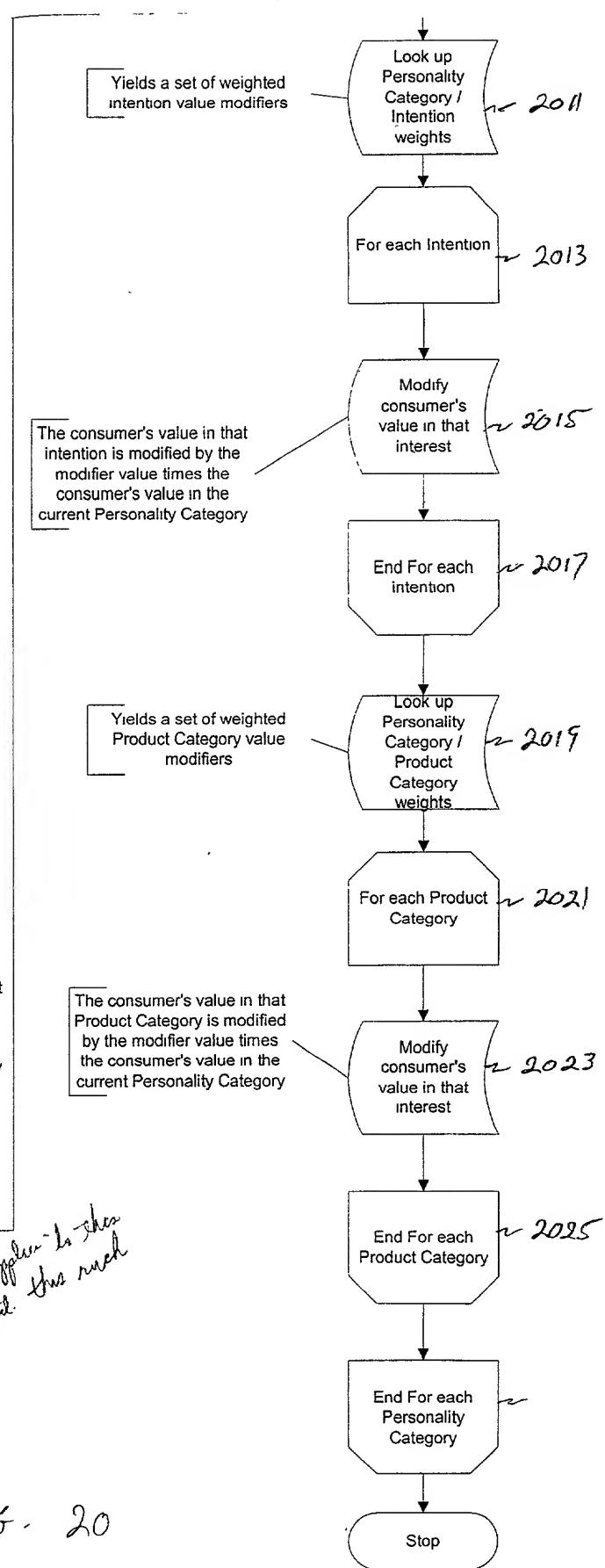
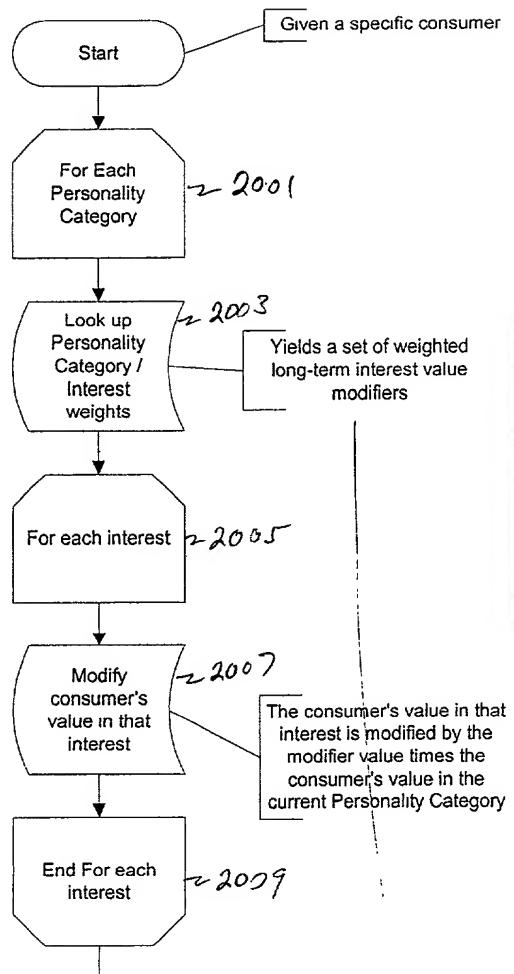
Fig. 18

# Consumer Creates Portrait



P16, 19

*Portrait*  
Consumer Mapping Created



guess & over  
value -> real value

This intent applies to this much  
cognitive capital

FIG. 20

## Consumer Creates Other Digital Portraits

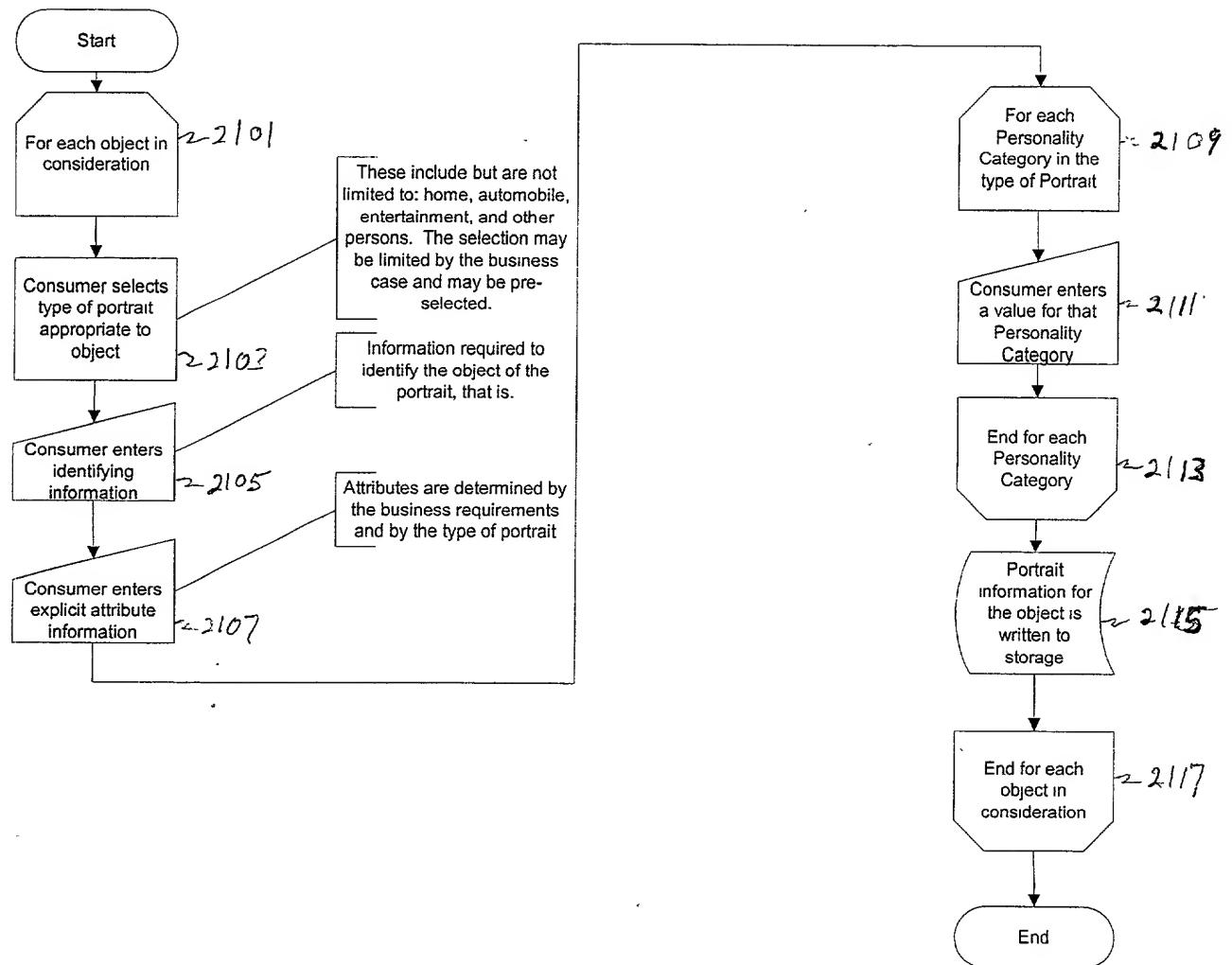


FIG. 21

## Explicit Attributes and Preferences

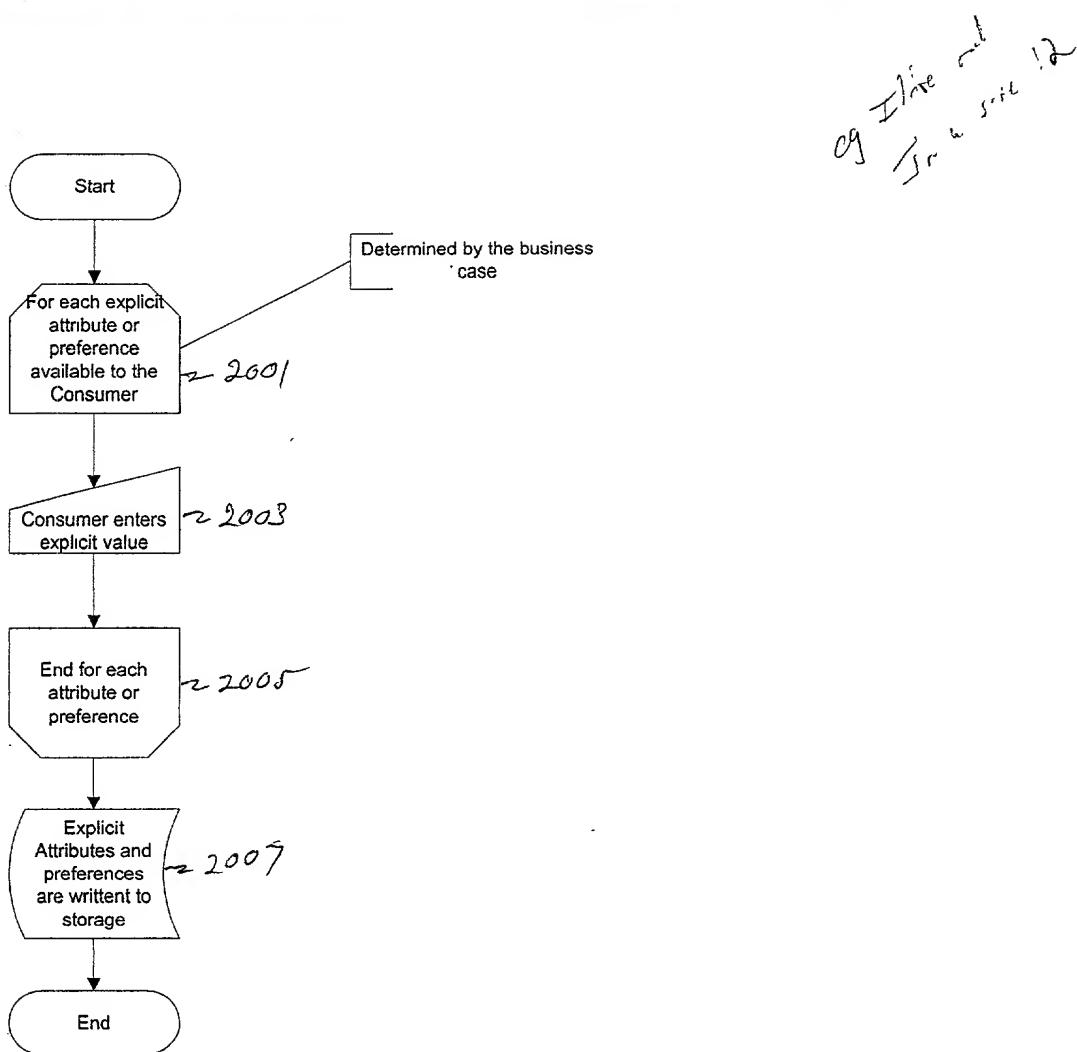


Fig. 22

# Consumer Interest Map Modified or Created

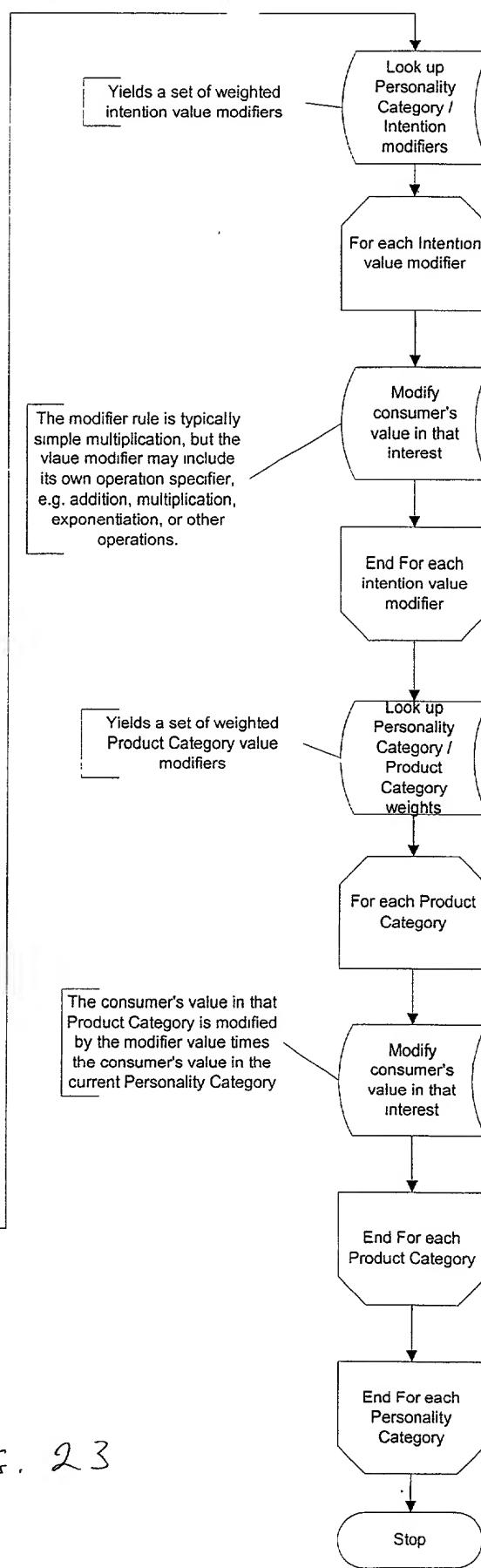
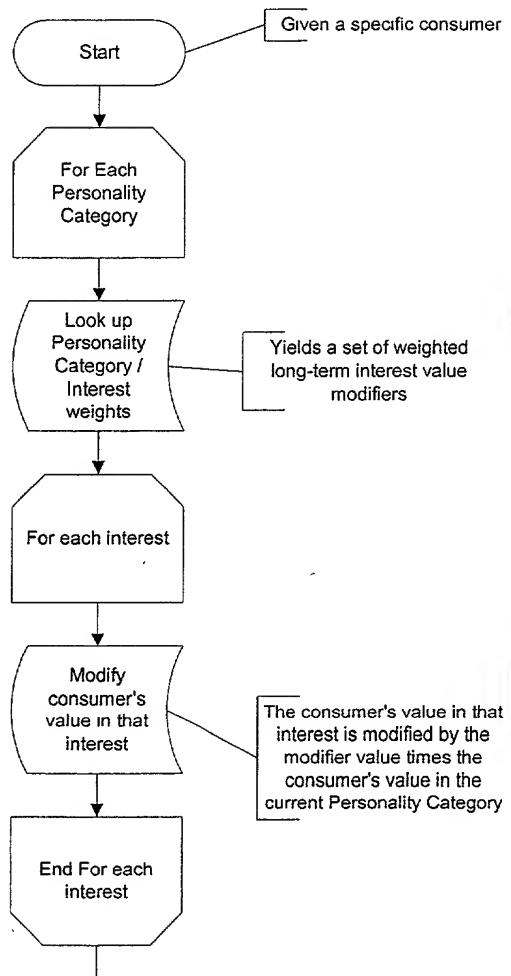


FIG. 23

# Determination of Context

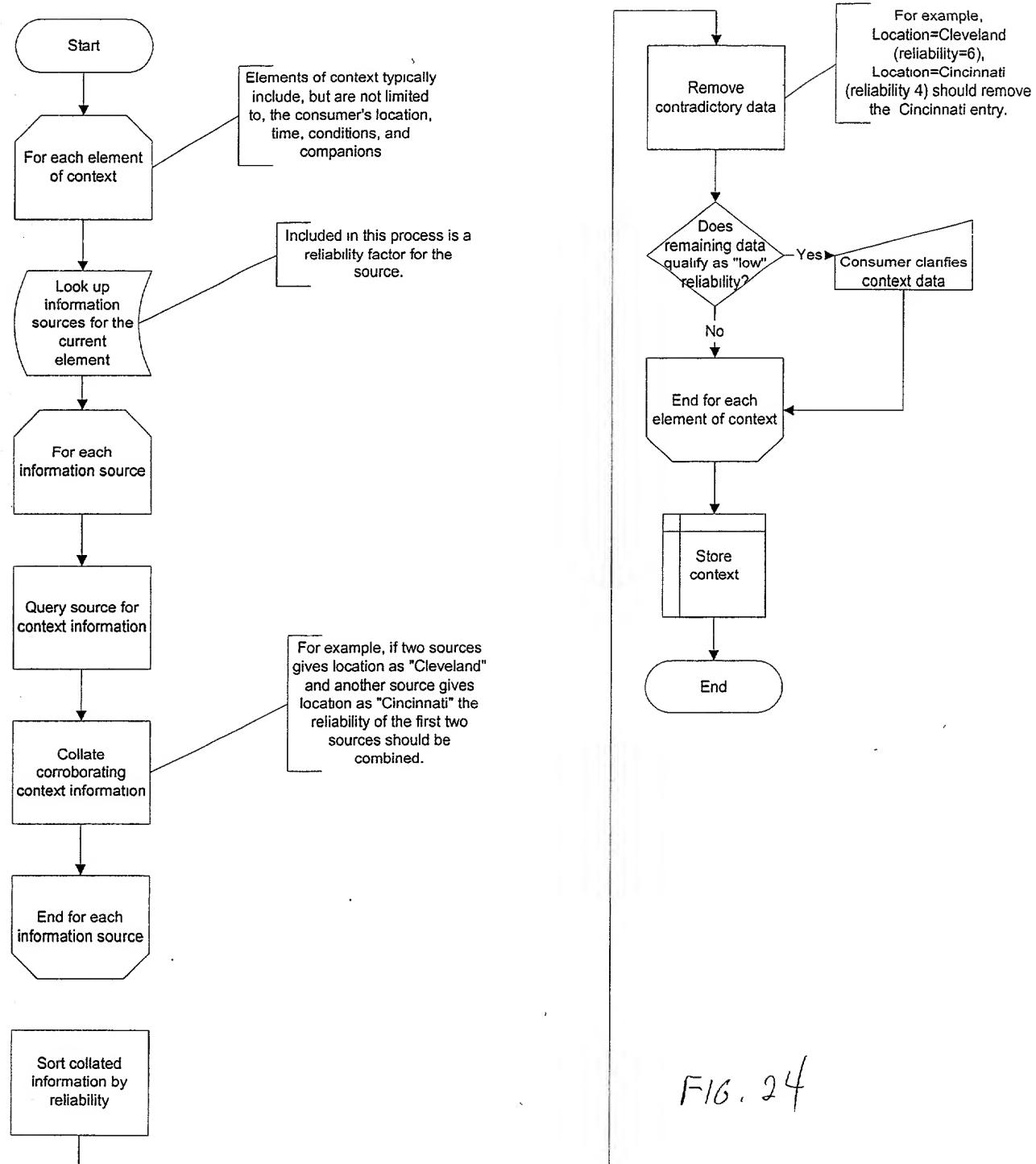
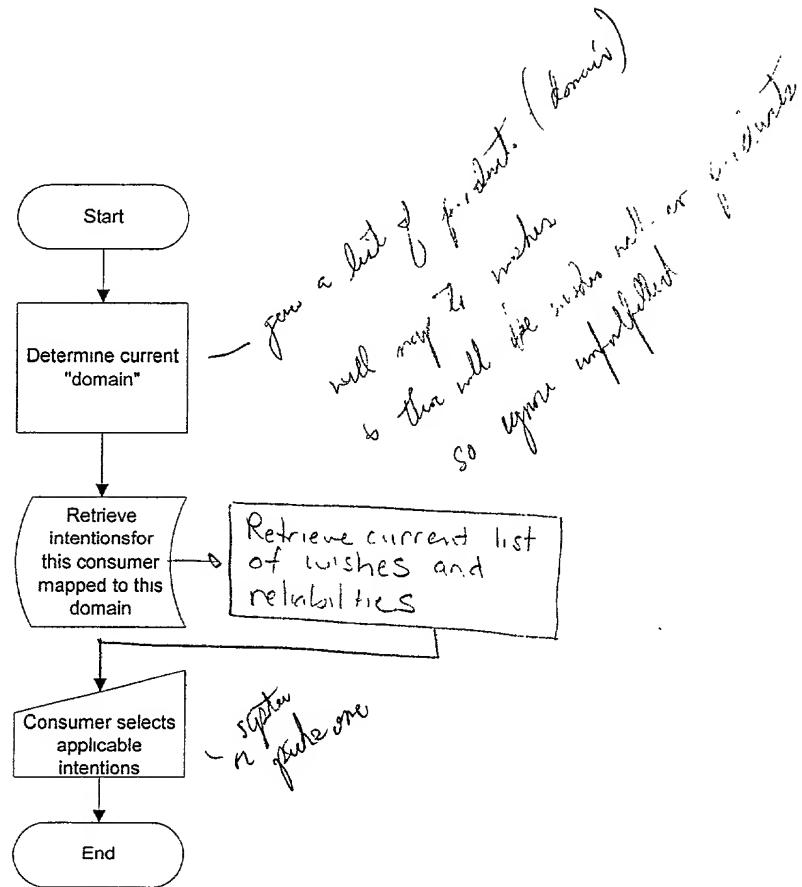


FIG. 24

## Determination of Intentions



F16. 25

## Determine Intentions implied by Context

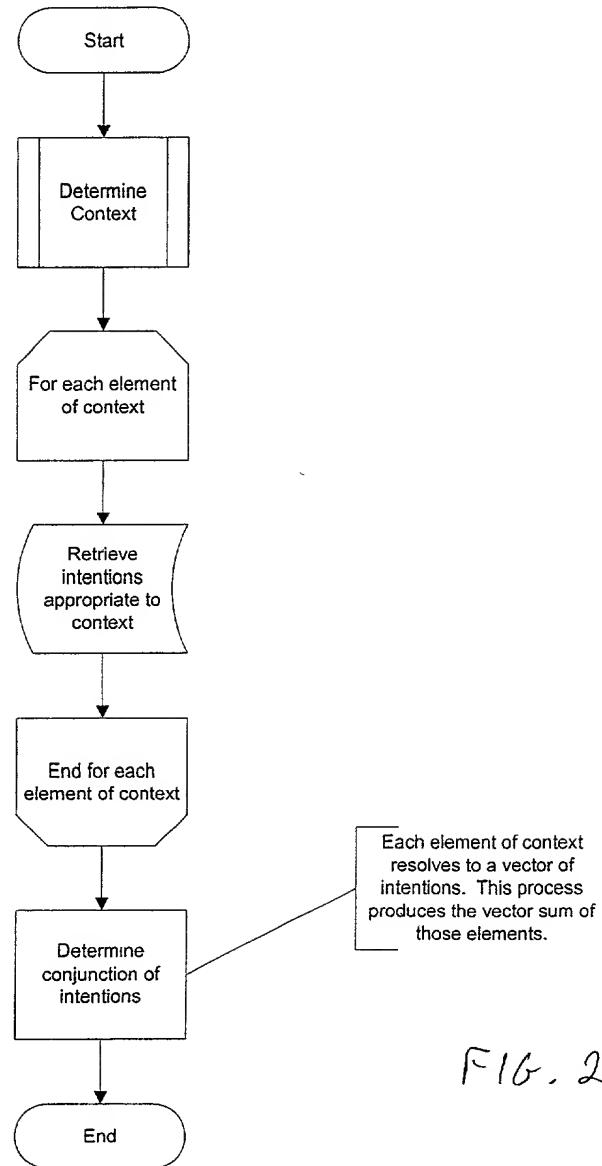
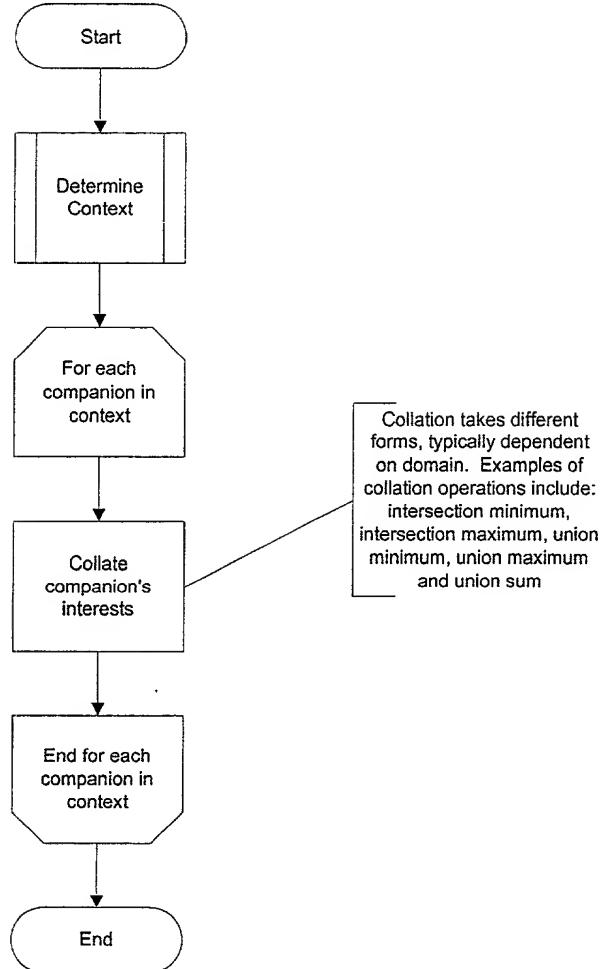


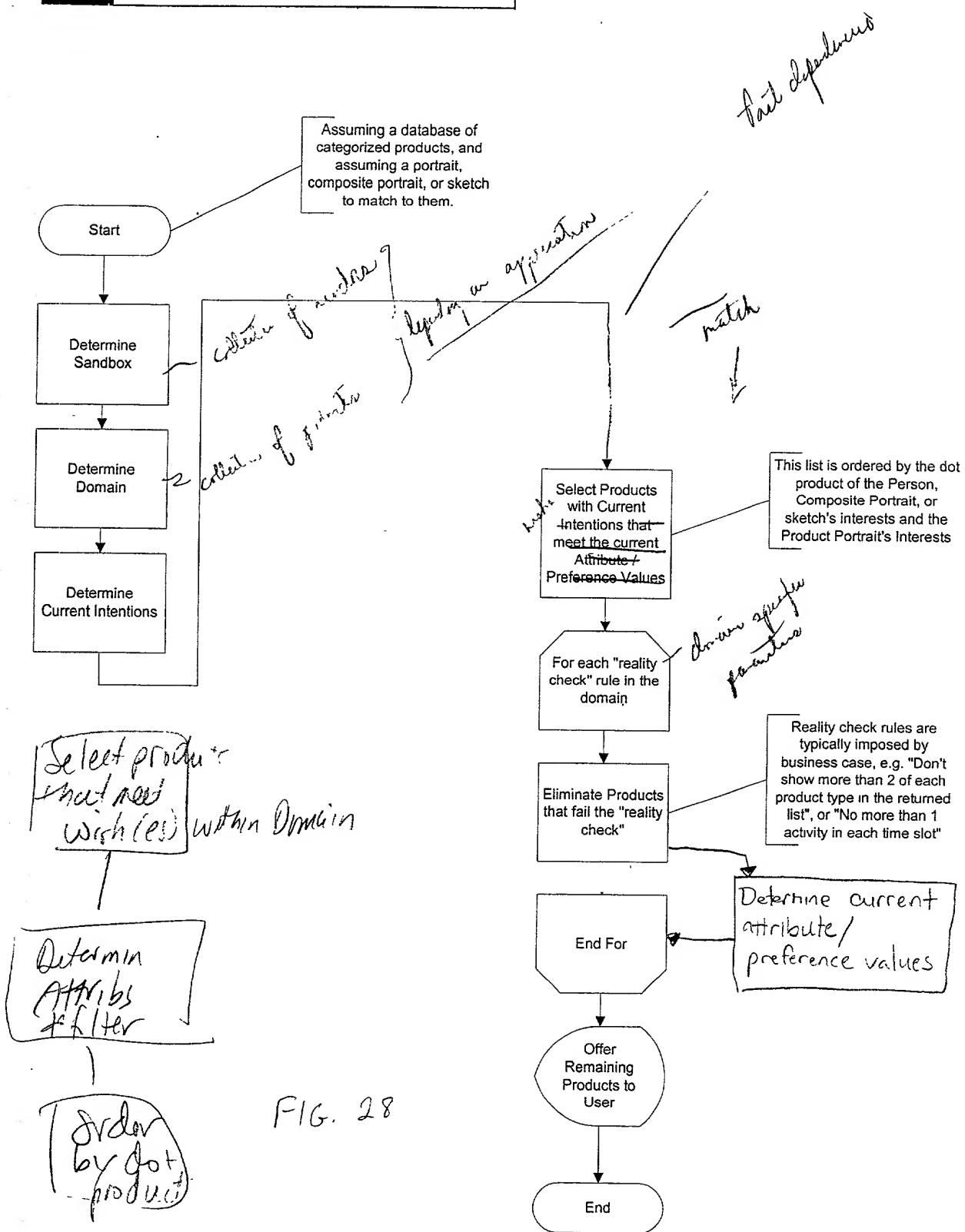
FIG. 26

## Create Composite Interests



F16. 27

## Matching Process



# Consumer Feedback Applied

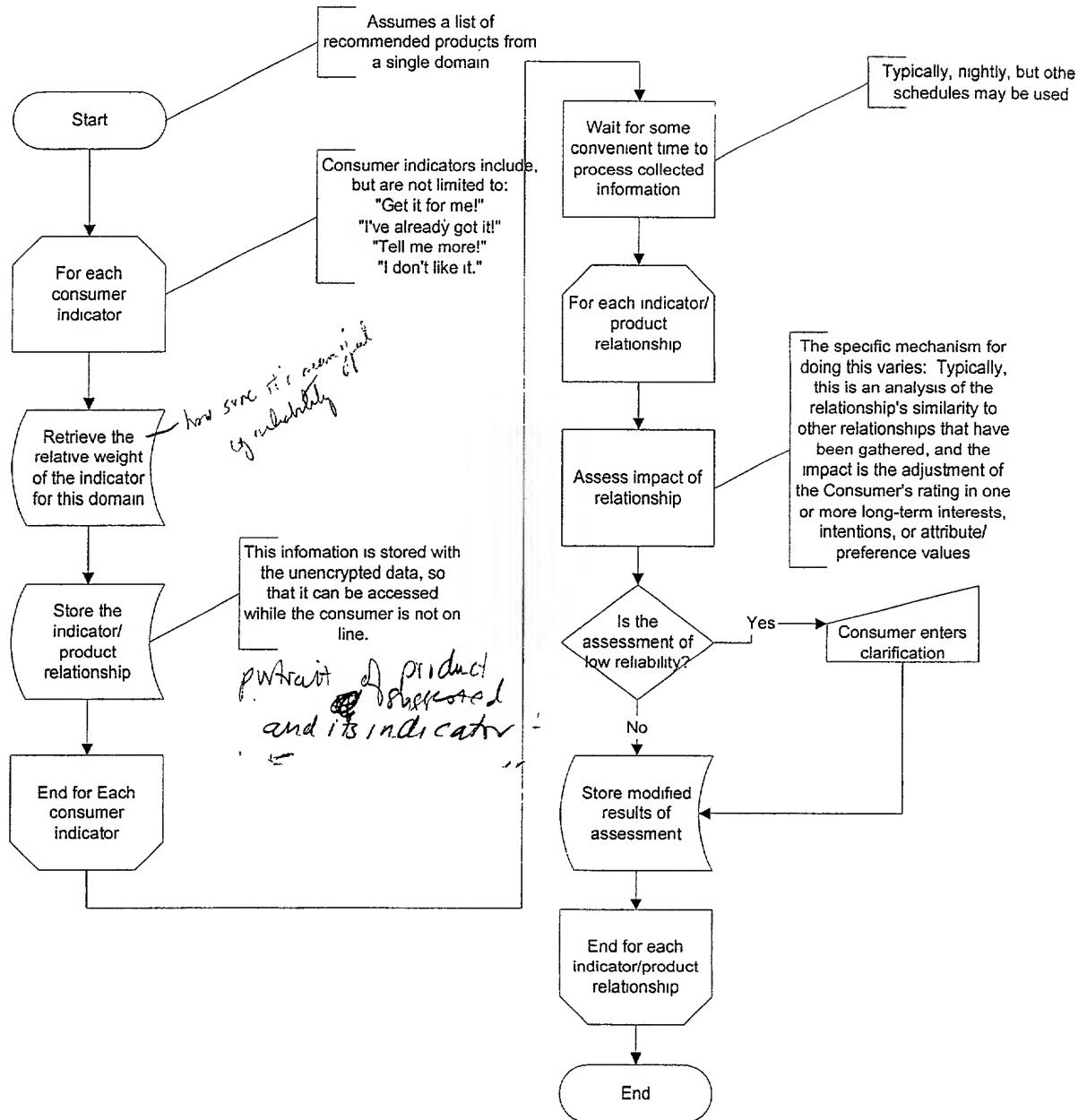


FIG. 29

## Creation of Shadows

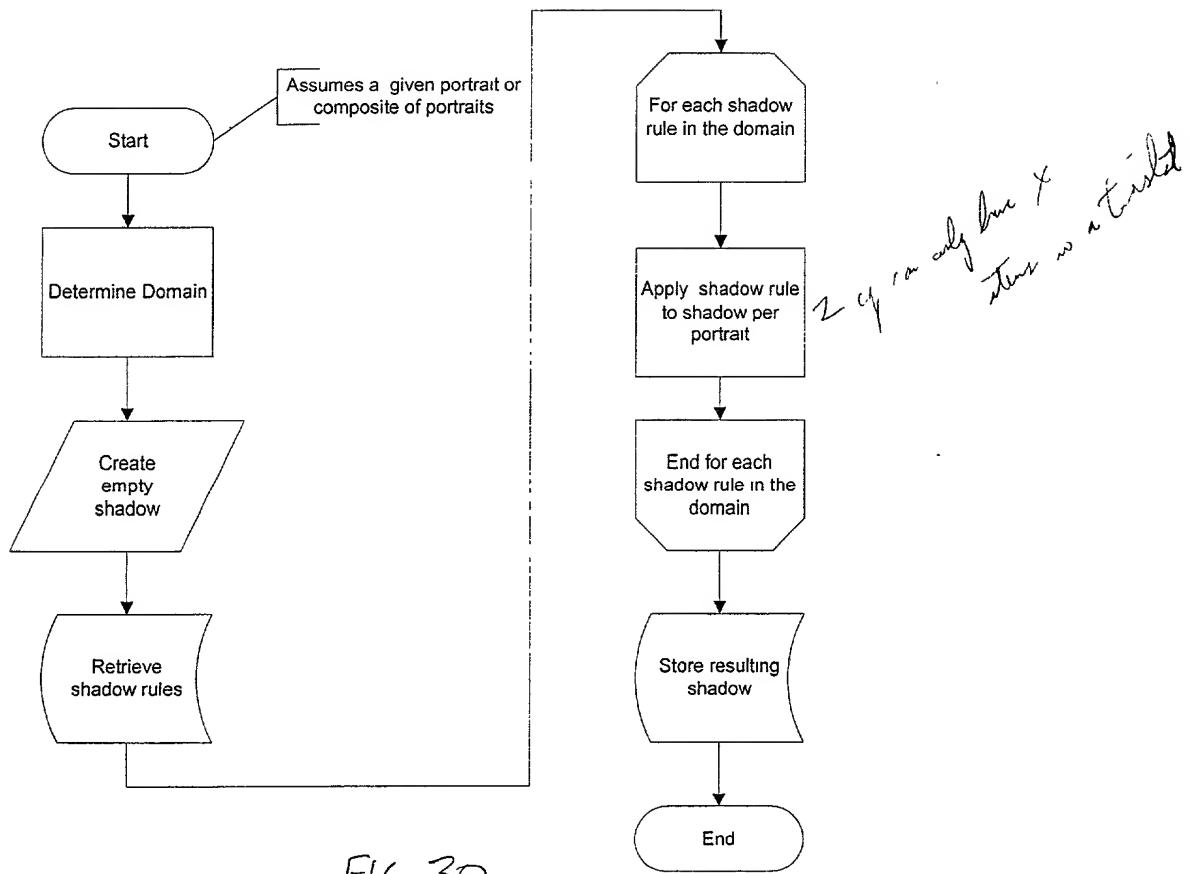


FIG. 30

## Creation of Sketches

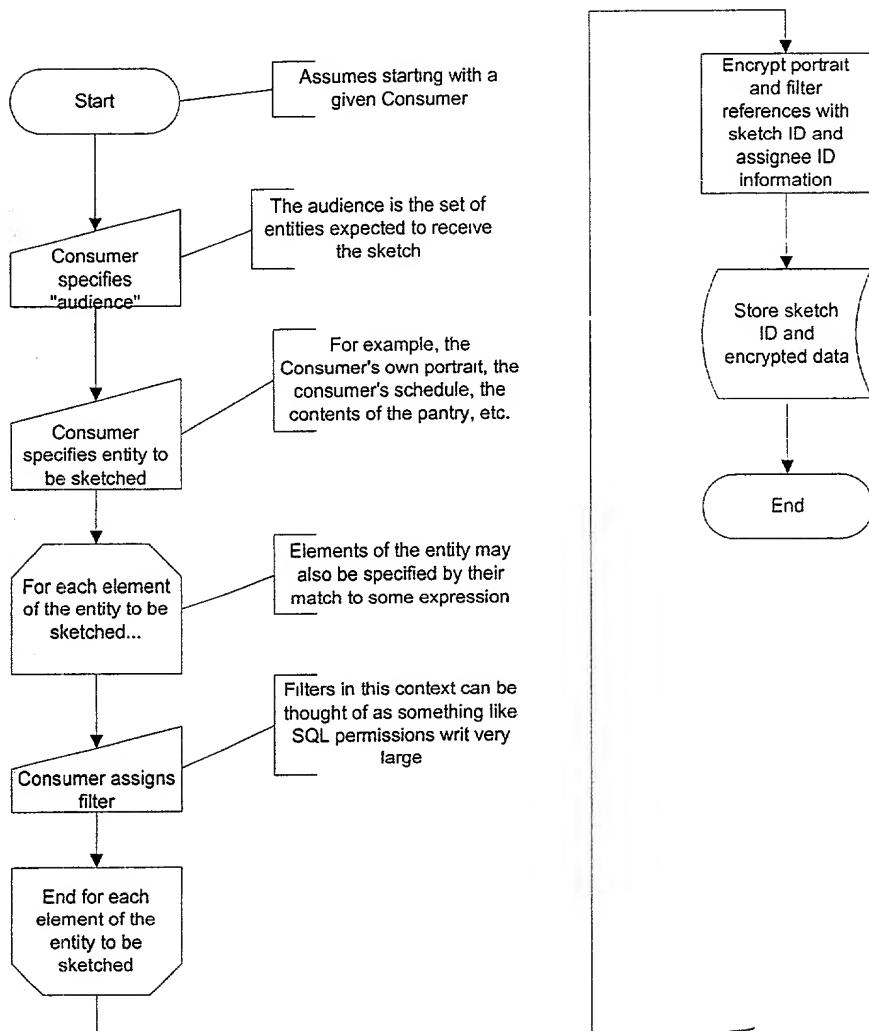


FIG. 31